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WE'RE BRITAIN'S BIGGEST-SELLING C64 MAGAZINE!

8

MAY 1991
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GOT A 64? ★ THEN GET THIS!

Commodore FORMAT

'Tips oot fer the lads!' (10-page GameBusters inside, and check out the Viz and Elvira reviews – NOW!)

KILLER ON THE LOOSE

Predator 2 unleashed

- Exclusive review! – Page 14
- Playable level one demo!
- Win a Predator! – Page 16

POWERTESTED

MORE C64 REVIEWS THAN ANY OTHER MAG!

- Predator 2
- Viz
- Elvira
- Narco Police
- Moonshadow
- Skull & Crossbones
- Hell Hole

PLUS LOADS MORE...

Commodore FORMAT

CF TAPE NUMBER 7

FULL GAME
MEAN STREAK
TOP DUCK

POWER PACK

DEMOS
PREDATOR 2
ELVIRA

Oh no! You shouldn't be able to see this message. It can only mean that your PowerPack tape and box have gone astray. Tell your newsagent now, and don't go home without it!

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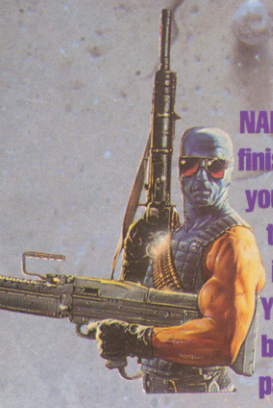
DIY MUSIC – INSIDE INFO ● DIY GRAPHICS – BACK TO BASIC

GOING OVE



NARC The arcade action thriller with the BIG finish. Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION - if you get that far.

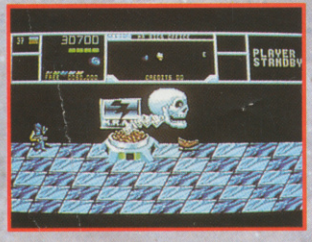
You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yappies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead. It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's MR BIG!

The Arcade thriller takes you from the bright lights of Paris to the rugged terrain of the Sahara. Your mission is to track down, chase and apprehend the dangerous criminals.

It's FASTER - explosive power sends you bulleting through various terrains - hold the line or plough the fields! It's TOUGHER - the criminals wield some heavy hardware - but so do you! You can shoot but you must dodge their flak... heavy gunfire, trucks unloading their cargo onto your bonnet... it's the meanest pursuit game to hit the micro screen.

The extra features will leave you gasping for extended play weather changes, bodyguard squads, grenade lobbing bikers, gun-choppers... just play it!... we dare you to stop!

FOR THE BEST IN S



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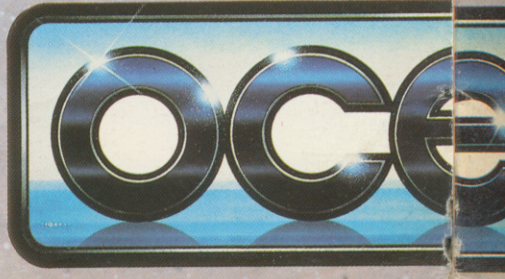

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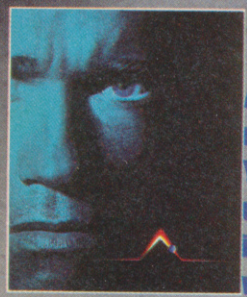

TOTAL RECALL

As Doug Quaid you have been haunted by recurring dreams of another life on Mars. You are drawn to Rekall Incorporated, a unique travel service specializing in implanting fantasies into the minds of those who desire to turn their dreams into reality. THE EGO TRIP OF A LIFETIME

Experience the horror as your dreams turn into hideous nightmares. Suddenly your every move is monitored by would-be assasins. You discover the surreal truth -

You're not you - you're me.

You must travel to Mars to discover your true identity - your mission is now a journey of non-stop action, strange mutants, futuristic vehicles and a startling array of weaponry all captured in superbly executed graphics and a game play that compliments the success of the year's top movie.

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ROBOCOP 2

EVEN IN THE FUTURE OF LAW ENFORCEMENT, THERE'S ALWAYS ROOM FOR IMPROVEMENT.

The future is a rough place Detroit is a bankrupt city...torn apart by the decadent forces of the Old Man and his corrupt corporation. If you want to die - then walk the streets, if you want to live - then pray for the return of Robocop!

Robocop 2 has justice in mind... a kind of justice only he can deliver! Take on Detroit's evil mastermind and his mega-corporation in some of the most action-packed scenes ever devised for maximum entertainment value. Detroit is falling apart - it's time to put it all back together!

HE'S BACK... TO PROTECT THE INNOCENT

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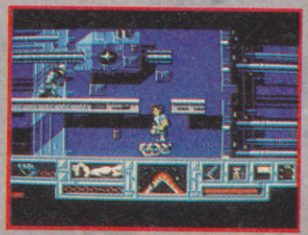
SOFTWARE ACTION



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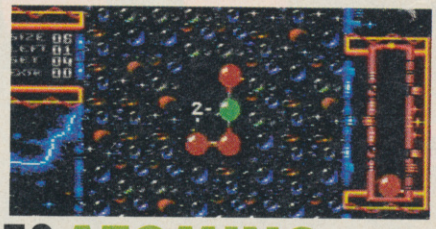
There's a strong European flavour to CF this month, with games from Spain, Germany and Italy getting...

POWERTESTED!

PREDATOR 2

14 MIRRORSOFT

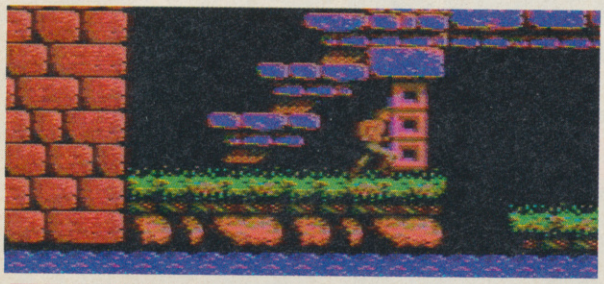
1997 and Drug Barons wage war on the streets. What's worse, an alien hunter stalks the streets of Los Angeles intent on mass murder and a high body count. *CF* shoots to kill in this exclusive PowerTest!



72 ATOMINO

PSYGNOSIS

Build yourself some molecules in this German coded puzzle game. It's got plenty of bonding and gratuitous valence. Confused? Whizz on over to page 72 and all will be revealed!



MOON SHADOW

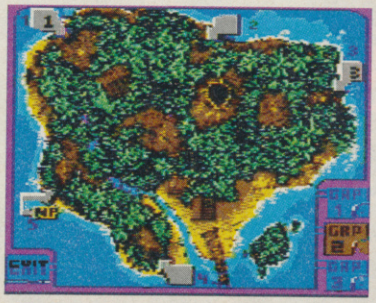
50 IDEA

CF checks out this new game from Italy. Is it the best thing since sliced pasta, or just a load of old bolognese?

ELVIRA MISTRESS OF THE DARK

36 FLAIR

What's cookin? Just when it looked like *Elvira* wouldn't surface on the 64, Flair find her stirring things up in the kitchen



VIZ THE GAME

32 VIRGIN

The cult comic comes to life on the 64. On the ads it jokingly says, 'You'll never play a bigger load of crap'. Unfortunately, our reviewer isn't laughing...

NARCO POLICE 76

DINAMIC

The Spanish software house break their own mould with this strategic 3D arcade blaster. Just how does this 16-bit game fare on our fave eight-bit machine?

POWER 8 PACK

PREDATOR 2

Mirrorsoft

Guess who's in town with a couple of days to kill? We've secured a huge slice of this blaster for your pleasure!

TOP DUCK

MicroValue

If you're feeling down in the mouth, remove that duck and get on with playing this perilous platform puzzler. Bash blocks with your bill and bludgeon those baddies! Quackers? You will be!

ELVIRA

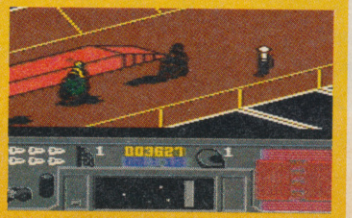
Flair

The horror hostess with the er... enormous... er... potential finally gets her pixels out for the lads. (Sorry about that, girlies.) Scan these graphics from the game first, then check out the PowerTest later on.

MEAN STREAK

Mirrorsoft

Zaxxon meets *Enduro Racer* in this diagonally scrolling motorbike burn 'n' blast 'em up set on London's futuristic Motorway.



GAMES

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79 HELL HOLE *CRL*

CF SPECIAL

12 POWER PREVIEWS
CF takes a long hard look at new up-and-coming titles including *The Famous Five On Treasure Island*

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Be the envy of your mates with a life-size Predator mask! This special, limited edition latex disguise is a real scream!

42 POSTER
Give yourself some sleepless nights with the Predator looming down at you!

52 MEAN SPACESHIPS
CF's compendium of amazing 64 space-going vessels sorts out the GTI's from the RIPs.

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90 COMPO WINNERS Congratulations and all that to...

POWER 8 PACK

ON THE TAPE

SIDE 1

MEAN STREAK — FULL GAME

Burn some rubber in this mad chase around the M25 of the future. Guide your motorbike through all manner of hazards, survive one lap of the 'Battletrack' and you get to win the super-bike, Mean Streak!

PREDATOR 2 — DEMO

This sideways-scrolling *Op Wolf* play-a-like features loads of action and a high body count when an LA police drug-busting operation meets a ferocious alien on a hunting holiday...

SIDE 2

TOP DUCK — FULL GAME

If you get your kicks out of platform puzzlers, *Top Duck* should be just what you're after. This maddening monster maze plays like *Mr Do's Castle*, but has one or two tricks up its sleeve and shows no mercy!

ELVIRA — DEMO

Flair's new graphic adventure *Elvira 'Mistress Of The Dark'* boasts some of the smartest still graphics you'll ever see on a 64. This slideshow treats your peepers to some pixel-paintings – and lets you sample the *Elvira* theme tune too!

POWERPACK PROBLEMS

Should your beloved *CF* PowerPack fail to deliver the goods (and you've already tried fiddling with the tape deck), despair not. Simply pop the offending tape (minus its protective box and inlay) into an envelope and send it to:

Ablex Audio Video, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD

As long as you've enclosed a stamped, self-addressed envelope, Ablex will send you a replacement tape, as soon as you can say, 'Blimey, *CF*'s PowerPack sure is better than any of the other C64 tapes around!'

Go for a blast on a motorbike, steer your duck around a maze, shoot some drug-pushers (being careful to avoid the alien man-killer) and feast your peepers on some of Elvira's visual treats... Ooh yes, missus. it's the tape to beat them all!

MEAN STREAK — FULL GAME

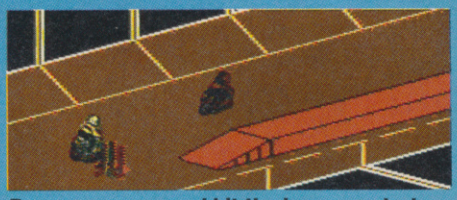
MIRRORSOFT

Slap your handlebars in port 2, stick your friend's in port 1!

THE STORY SO FAR...

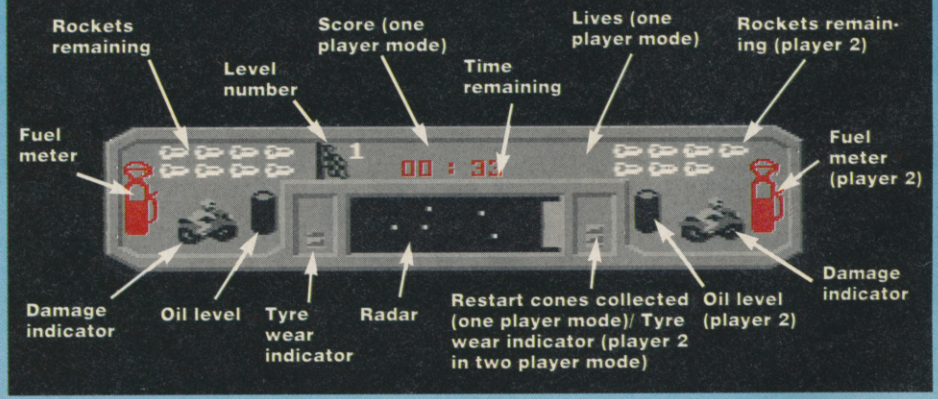
It is the 23rd century. Buck Rogers won't wake up for another two hundred years, and a good thing too. Society of today is a wreck. Technical advances mean that people never have to leave their house. They go shopping using computer terminals or virtual reality displays, while transport is via molecular assembly/disassembly.

Ordinary methods of travel have long since died and gone to meet their God 'Scra Pyard'. And yet that great British institution the Boy Racer has survived. Having moved on from Mk I Escorts, they now screech around London's M25 orbital motorway (now called the Battletrack) on souped–up mega cycles in the vain hope that they might complete one circuit and win the legendary high performance bike known as 'Mean Streak'.



Run over ramps and hit the brown restart icons. When you die, you restart the course from a point nearby – not from the beginning

MEAN STREAK – a look at the old scoreboard



ELVIRA — DEMO

FLAIR

No joystick – just sit back and watch...

Flair's *Elvira 'Mistress Of The Dark'* game promises heaps and heaps of lovely graphics. But then you don't have to take our word for it: just load up this specially written slideshow for a sneak peek at the visuals. All you have to do is load it up – it'll then cycle through the pictures automatically. Er... that's it. But if this little slice of *Elvira* has whet your appetite, turn to page 36...

Just one of the pert piccies from *Elvira*'s chest of goodies

Here, our mean hero tries to clear a wall by jumping over it. He explodes moments later

OPTIONS

You can either play on your own (if you've got no friends like our Ed) or with another player in a one-on-one sudden death shoot out .

Once *Mean Streak* has loaded a blue icon screen appears containing a wealth of available options:

Key 1 – One player game
Key 2 – Two player game
Key 3 – Joystick control, player one (port 2)
Key 4 – Keyboard control on player one
Key 5 – Joystick control on player 2 (port 1)
F1 – Plays the soundtrack, while…
F3 – Gives you sound FX only

JOYSTICK CONTROLS

Without fire button pressed
UP/P – Accelerate
LEFT – Steer left
RIGHT – Steer right
DOWN/L – Decelerate
FIRE – Activate machine gun
With fire button pressed
UP – Fire rocket
ANY DIAGONAL – Dump oil
DOWN – Do a wheelie

HINTS 'N' TIPS

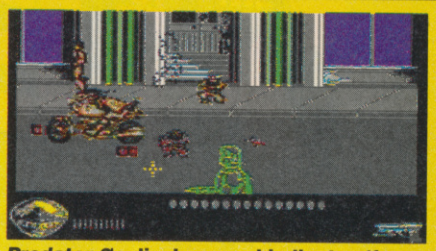
Obviously in the London of the future no one is short of cash as they seem to have left extra fuel, oil and even missiles strewn all over the Battletrack. Run into them to collect them or shoot them to mess up your game completely. Destroying enemy bikes on the one player game should furnish you with much-needed extra time.

As in real life, oil and ice on the track make you skid, while other obstacles rip the crap out of your tyres. The edge of the track does you damage but can be used to good effect if you nudge your opponents onto it. Walls are really bad news, avoid them or die.

PREDATOR 2

MIRRORSOFT DEMO

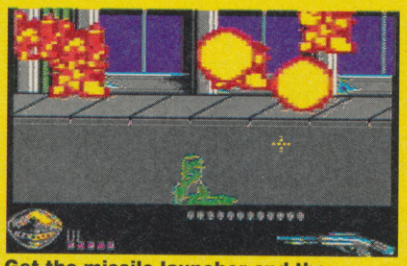
Slot your alien killer in the second hole



***Predator 2*'s display panel indicates (from left to right) your bullets and ammo clips remaining, Harrigan's ebbing life force and the type of weapon currently in use**

Now that you've finished drooling over the gorgeous Predator on the cover (*what a strange taste in women you have – Ed*) you can get straight into our equally gorgeous *Predator 2* fully playable, all-singing, all-dancing, juggling, marathon pickled gherkin–eating demo. Not content with an exclusive review, we've managed to secure you a huge slice of level 1! Stonk-aah!

That green outline on screen is none other than detective-lieutenant Mike Harrigan of the Los Angeles police department. Harrigan is in charge of a drug-busting operation in LA six years from now, where rival Colombian and Jamaican drug lords are pretty much at war. In the midst of this fevered bullet-swapping enters the Predator – a relative of the tall 'n' slimy tree-creeper that duffed Arnie up a treat in the original movie. Suddenly, the streets become a dangerous place for cops and hoodlums alike.



Get the missile-launcher and the screen is cleared of baddies, goodies and predators alike in a barrage of fire!

In this demo of the first level, Harrigan is trying to machine-gun his way to the first drug-baron's hideout. Basically, this involves shooting everything that moves (well, apart from the rampaging grannies and the hot-dog salesman).

As the street scene scrolls into view, icons appear. Shoot these to replenish your ammo, detonate explosives (clearing the whole screen of baddies) and collect a more substantial weapon. When the Predator appears on screen – signalled by a faint outline of the creature – try not to hit him, otherwise he gets miffed and hurls one of his flying disk weapons at you. You only have a split-second to shoot it before it finds its target and knocks a big chunk off your life meter.

The demo ends just prior to the end-o-level shoot-out with the drug baron (they didn't want to give everything away!) but even so, it's still pretty tricky to finish. Once Harrigan's life force has been completely depleted, you have to try again from the beginning of the demo.

TOP DUCK

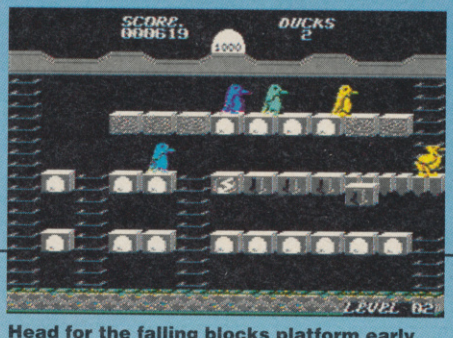
MICROVALUE

FULL GAME

Shove your waterfowl waggler in hole number two

In this platform puzzler, your task is to guide our waddling wanderer round a series of platforms and ladders. 'A doddle, ' you might suspect – apart from the multitude of marauding meanies who are out to turn our courageous quacker into something hot that goes with noodles. Any contact – however slight – costs our feathered friend one of his meagre three lives.

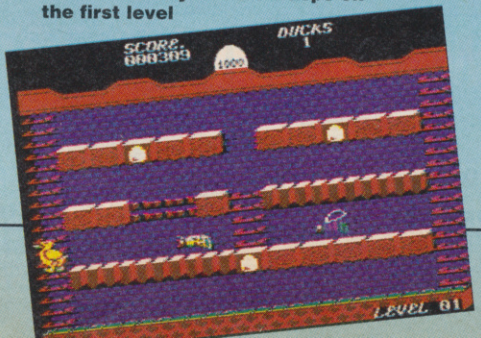
Our ducky-hero is not totally without defence though. To kill the baddies you must lure them under a platform and then press fire to peck one of the blocks above. The block falls (hopefully) crushing the baddie below.



Head for the falling blocks platform early on to complete level 2. It's a killer!

Be careful, because a block removed in this way leaves a hole through which your duck will fall. When the enemy creatures fall in, they can squirm their way out leaving another block in their place. However, in the time it takes for them to get out, you can always waddle off to the platform above and drop a block on them. Sneaky, eh?

Poor old ducky battles wasps on the first level



For some unexplained reason there are some green droids to defeat on level 4

You'll notice different types of block, too. The ones bearing eggy shapes can be destroyed for a bonus. Once you've pecked (or should that be billed?) all the egg blocks, you should make your way to the flashing dome thing at the top of the screen to add a mega score to your total.

The blocks with lightning symbols on them are used to destroy whole platforms at a time. Peck either block (there's one at each end) and all the blocks in between fall off. This kills any beasties on the platform at the time, or flattens any nasties trundling around beneath. Hur, hur!

THE DEFINITIVE GUIDE TO THE BEST-SELLING C64 GAMES

THE CHARTS

FULL PRICE GAMES

GOING UP

GOING DOWN

STAYING STILL

1	TEENAGE TURTLES	Mirrorsoft	The green machine trundles on, staying at number one. The game looks bad, but plays well: we gave it 70%
2	TURRICAN 2	Rainbow Arts	Well, it had to happen, dinnit? With a stonking 96% and 'It's A corker!' *Turry Two* smashes right in at number 2! NE
3	DIZZY COLLECTION	Code Masters	Fans of the Codie's *Dizzy* games can't really go wrong here. The only fly in the ointment is the dire *Fast Food*
4	BIG BOX	Beau Jolly	There's really no arguing with Beau Jolly's compilations. And this one's heading back up the charts again!
5	CREATURES	Thalamus	Tut! Even with a Corking 91%, Clyde and buddies still couldn't hit the top slot. Now they're downward bound
6	TOTAL RECALL	Ocean	Big Arnie earned himself 77% for his troubles in this arcade platform shoot 'em up. Good but not brilliant
7	HOLLYWOOD COLLECTION	Ocean	*Indiana Jones*, *Robocop*, *Ghostbusters 2* and *Batman* go storming up the charts in this decent compilation
8	GOLDEN AXE	Virgin	The amazing Sega coin-cab squeezed into a 64! *Axe* got 88%, reached pole position but is now on the slide
9	ROBOCOP 2	Ocean	This Corking cart game got 90% and is an absolute stormer. It's climbed to 9, but deserves better
10	F16 COMBAT PILOT	Digital Int'n	This smart flight combat simulator just carries on selling. Unrated by *CF*, but recommended nonetheless
11	GAZZA 2	Empire	*Gazza 2* showed promise but delivered none. It scored a deserved 38%, and is now on a downer...
12	WHEELS OF FIRE	Domark	*Turbo Out Run*, *Chase HQ* and *Power Drift* are worth playing; *Hard Drivin'* is only worth laughing at
13	CHIP'S CHALLENGE	Epyx/US Gold	We didn't expect this 90% puzzler to appear so quickly but it has, entering at number 13. Lucky for some, eh? NE
14	FISTS OF FURY 2	Virgin	Yet another compilation, this time a beat 'em up special. Well, not that special really – only 55%'s worth NE
15	KICK OFF 2	Anco	*Kick Off 2* looks like it could be in the charts forever. Much better than *Kick Off*, it's the footy game to go for
16	NARC	Ocean	Back in the running after a brief holiday, Ocean's manic shoot 'em copped for 66% in *CF*5 and is, well, all right RE
17	E HUGHES' SOCCER	Audiogenic	It looks like Crazy Horse is finally on the slide, dropping from 13 to 17. We'll see next month, eh?
18	SHADOW WARRIORS	Ocean	The Warriors have had a long stay (some of it at No. 1), and are clinging to the 18 slot before going forever
19	PREMIER COLLECTION	System 3	Another Corking collection from System 3, wading in at number 19 and 94% in *CF*7. Six of the best from S3! NE
20	SHADOW OF THE BEAST	Ocean	At last, Ocean's stonking cart (we gave it 80%) creeps into the 20th slot, proving that you *do* have some taste! NE

BUDGET GAMES

1	PAPERBOY Encore	▲
2	DOUBLE DRAGON Mastertronic	▲
3	AFTER BURNER Hit Squad	▼
4	QUATTRO ADVENTURE Code Masters	▲
5	OUT RUN Kixx	▼
6	OPERATION WOLF Hit Squad	▼
7	CJ'S ELEPHANT ANTICS Code Masters	NE
8	REAL GHOSTBUSTERS Hit Squad	▼
9	KWIK SNAX Code Masters	NE
10	MAGIC LAND DIZZY Code Masters	▲

PREDATOR 2™

. . . HE'S IN TOWN WITH A FEW DAYS TO KILL

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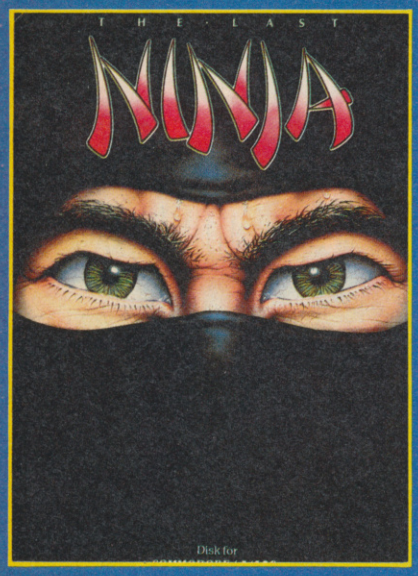

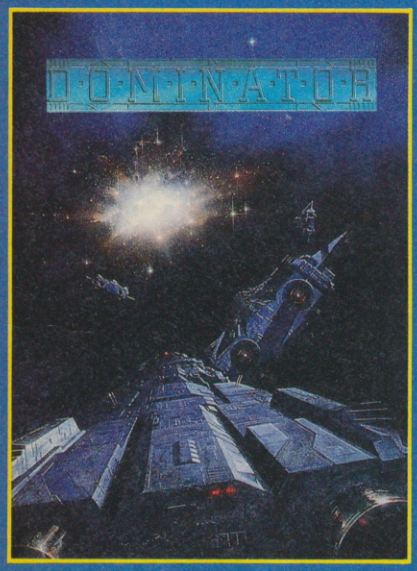

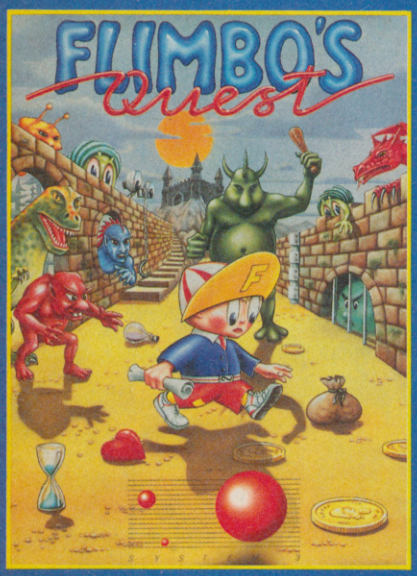

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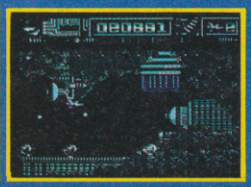
MYTH: Voted "game of the year" and "best 8-bit graphics", pure class – not to be missed.

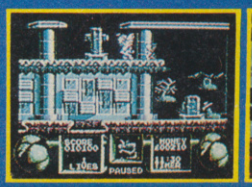
LAST NINJA: The "Last Ninja" series of games have quite simply become the most successful and most talked about games on the C64. Winning awards worldwide, "Last Ninja" set new standards for C64 owners and laid the foundations for the "greatest trilogy of games ever to reach the C64".

Ninja C64 screen.

Ninja C64 screen.


Dominator C64 screen.

Flimbo's Quest C64 screen.


Flimbo's Quest C64 screen.

Ninja 2 C64 screen.

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S T E M 3

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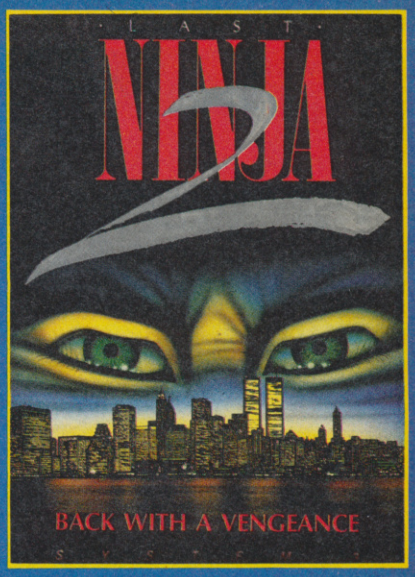

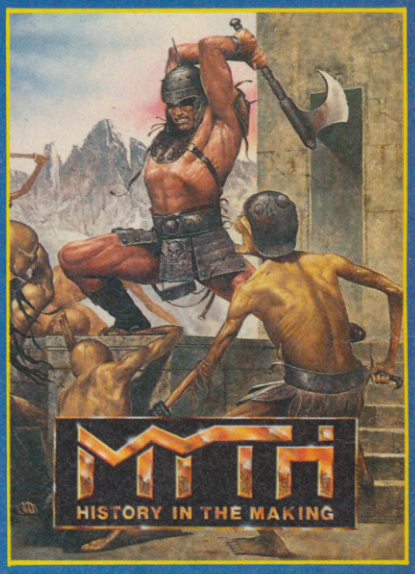

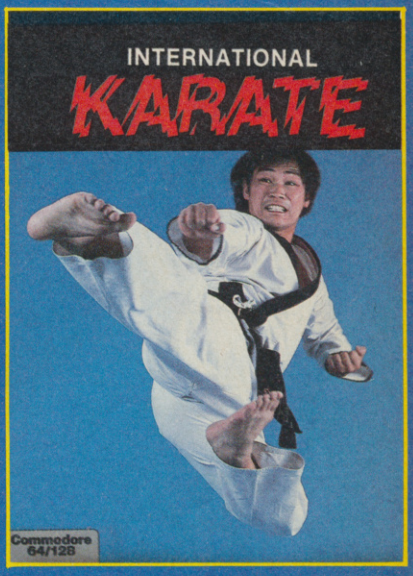

NINJA 2: A sequel to the world famous "Last Ninja" proved to be one of the best original games ever on the C64.

FLIMBO'S QUEST: The top selling title on the C64 last Summer, Flimbo provides humour and mass appeal in both young and old in this "pick up and play" cute platform game.

DOMINATOR: Computer and Video Games said, "Whatever format ... if you're a hardened shoot 'em up veteran, Dominator is a game to scout the shelves for".

INT. KARATE: The first ever British game to get number one in the American charts.

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Ninja 2 C64 screen.

Myth C64 screen.

Myth C64 screen.

Int. Karate C64 screen.

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EARLY WARNING!

Case your Commodore in lead, paint yourself white and stay in your sealed room. Some bright blips are showing up on our radar and that can only mean one thing – INCOMING!

GAUNTLET III

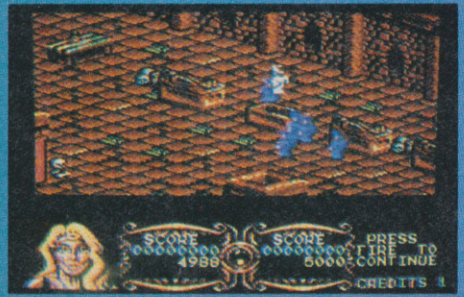
It was way back in the very first *CF* that we brought you news of US Gold's second *Gauntlet* sequel. Back then it was called *Gauntlet 3D*. For those of you who missed that story, one of US Gold's most successful-ever 64 games and its sequel, *Gauntlet I* and *II*, were being followed up by a long awaited third instalment in which the graphics perspective would be changed into something like an isometric 3D effect (hence the 3D in the working title). We brought you the first screen shots in issue four.

Four adventurers can be controlled by up to two players and, unlike the game's predecessors, there are eight fantastic characters to choose from. In addition to the warrior, valkyrie, wizard and elf you can now try playing a rockman (a bit like Gordo, presumably), a lizardman, an iceman (cool) or Neptune the merman. Characters have different strengths and weaknesses but they're balanced overall.

Because of the new approach to the graphics, *Gauntlet III* contains eight scrolling domains which you have to explore in your attempt to stop the evil Capricorn from despoiling the land, a process which involves some puzzle solving. This is quite unlike the original *Gauntlet*, in which you had to make your way down 100 levels of deadly dungeon.

Among the bad guys who are going to try to stop you are some old favourites and a couple of new nasties. Ghosts return, complete with their energy draining abilities but as much of a threat are vines. Rock Vine is corrosive to armour (and skin). Dragons do what they do best – they furnish you with furnace breath. Sharkmen have particularly sharp sets of chompers, which you'd expect them to have with a name like that. And if you still decide to go for a swim, you'd better be ready to do some swift jellyfish dodging because those killers can burn through armour and they have a habit of hunting in packs. On top of all this, you've got to remember that all the baddies have ranged weapons of some sort, magical abilities and armour. Things have moved on a bit since our first report and the game is now called simply, *Gauntlet III*.

By the time you read this, *Gauntlet III* will finally be finished, so look out for our full and in-depth review next issue. Until then, feast your eyes on the piccies we've got for you this month!



As old Merlin proves, once you get caught by ghosts in a graveyard, you just keep on coffin (sorry). Below: the game in ruins

HYDRA

If you've ever wondered what couriers have to go through on a bad day, keep your eyes peeled for Domark's forthcoming coin-op conversion, *Hydra*. When a top secret package absolutely, positively has to get there, Hydra's the only one with the skill to deliver the goods.

There are nine missions to complete in the game. Success depends on how soon you master the art of piloting your Hydracraft – a vehicle complete with supercharged speed and path-blasting firepower. You have to run gauntlets of boats, jet-skis, balloons, choppers, fighters and hovercraft. All the action takes place over the top of digitised landscapes. Could be painful. The game is due out this summer.

How many courier services can you think of who employ serious firepower and dodgy geezers like this? Exactly...

Not short of an Idea

A new Italian software house called Idea is developing a number of games for the 64. We've already got hold of *Moonshadow*, their first release (check out the PowerTest on page 50). Also on their way are *Saracen Paint* and *F1 GP Circuits*.

Saracen Paint is an art package for the 64 which can be either mouse or joystick controlled. It uses pull-down menus and two enlargement options to make pixel painting easier. It also claims compatibility with most other art utilities for the 64.

F1 GP Circuits is another formula one racing effort featuring nine circuits, championship racing, choice of driver, racing stable and car, custom features, detailed pits, 20 tough opponents and cars and (thankfully) a practice mode. This game was due in March but has been delayed (presumably by *Moonshadow*). It should be here soon.

Stunning graphics from the Amiga version of *F1 GP Circuits*. Packed with detail we think you'll agree. Nice Idea? Could be...

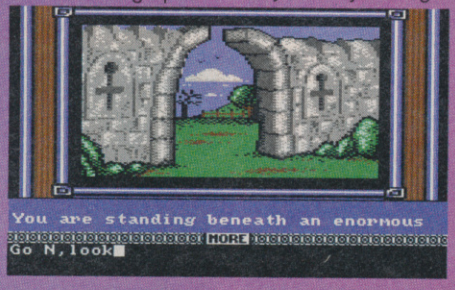
THE FAMOUS FIVE ON A TREASURE ISLAND

Gosh! Lashings of old fashioned adventure are served up in Enigma Variations' adaptation of Enid Blyton's *Famous Five on a Treasure Island*. The game recreates most of the locations in the book of the same name and in it you can take on the role of Julian, George (a girlie!), Dick and Anne, swapping characters as you try to unravel a spiffing mystery whilst on holiday with your Aunt Fanny (George's mum) in the seaside village of Kirrin. The area surrounding the village is full of places to explore and investigate. Especially tempting must be the ruined castle on an island lying just beyond the beach. Rowing boats are moored tantalisingly nearby...

The game, designed using Enigma's Worldscape system, comes in classic graphic adventure format. You type in commands, several at a time if you wish, and read descriptions of your situation displayed by the computer. Enigma boast three years of development on the parser – the part of the program that understands what you type in – so you can talk to all the other characters, ask them about things and get people to do several things at once, such as telling them to *get everything*, for example. You can even get the five to split up (exploring two places at once sounds like a recipe for a headache). There are plenty of graphics to add to the atmosphere, too.

Proving that adventure games never die, *The Famous Five on a Treasure Island* begins with a visit to the seaside

Speaking of atmosphere, the game is written in a style close to that of the original author's. Basically, this means there'll be a fair amount of, 'Jolly good... gosh... really?' to plough through as you play. At least it'll probably make you laugh. You can expect a full review next issue. Until then, lap up these scrummy screenshots before supper.



'Gosh! I wonder if any treasure's buried under that tree,' said George. 'You're just guessing, silly,' replied Anna. 'Wait for the review...'

SNIPPETS

FOREVER WARS

The Software Business are kicking into gear for the summer with a series of games, licensed from First Star (creators of *Boulderdash*), called *Millenium Warriors*. In each game the player and an opponent (live or computer controlled) fight through five different time periods. The first game in the series is called *Caveman*. We'll bring you more on this when we've got it.

BASEBALLS

Baseball games are like buses. You don't see any for ages then three come along at once. Currently in development are Domark's *RBI 2*, Cinemaware's *Baseball* and Linel's *Over The Net*. *RBI 2* puts you in the manager's shoes. You get a line-up of starters and subs and can substitute from the bench. The game contains details of 26 Pro teams, each with a roster of 24 real players complete with 1989 statistics. Keep your eye on *CF* for more on all of these games.

WILLIS WETURNS

Die Hard was the last game to feature the exploits of Bruce Willis. The next will be *Hudson Hawks*, Bruce's own story about a cat-burglar trying to go straight who's talked into doing one last job – stealing Leonardo Da Vinci's plans for an alchemy machine. The game is being programmed for the 64 by Ocean's in-house programming team and it's unlikely to appear before the very end of the year.

JUDGEMENT DAY

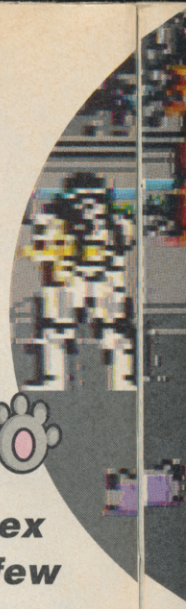
Ocean keep their eyes on the box office when it comes to deciding which games they'd like to do next. Two licences have definitely been acquired since we last went to print. First of these is *Terminator 2: Judgement Day*, based on the sequel to the mega-successful Bladerunner-style 1985 film. It's certain to be a bloodthirsty affair.

By contrast, *The Adams Family* is based on the forthcoming film of the same name, based on the classic sixties comedy series. The film has an all-star cast including Christopher Lloyd of Back To The Future fame.

CODE SCUBA

In *Thunder Jaws*, a one- or two-player shoot-'em-up being developed by Domark, cybernetic sharks and mutant mantas guard an underwater lab. You scuba over there to rescue beautiful maidens who are being transformed by the lab into lizard monsters. Hazards involve seaquakes and underwater volcanic eruptions. Available summer.

PREDATOR 2

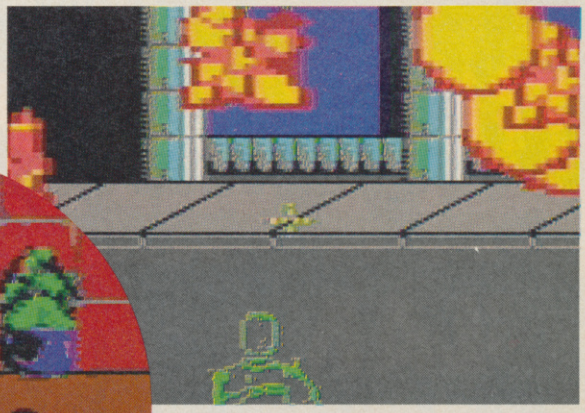


First time around it was left to Arnold Schwarzenegger to repel the almost invisible alien-cum-moulinex person peeler. But not to be out-done by a few hundred pounds of interstellar aggro, our reviewer takes a peep at the sequel from Mirrorsoft and cops for some decapitation in the process

Okay, so the film's not out yet but many of you will already know the basic plot of this particular sci-fi sequel. The year is 1997, and Los Angeles is at the mercy of its criminal population, led by competing drug barons. Things are getting out of control.

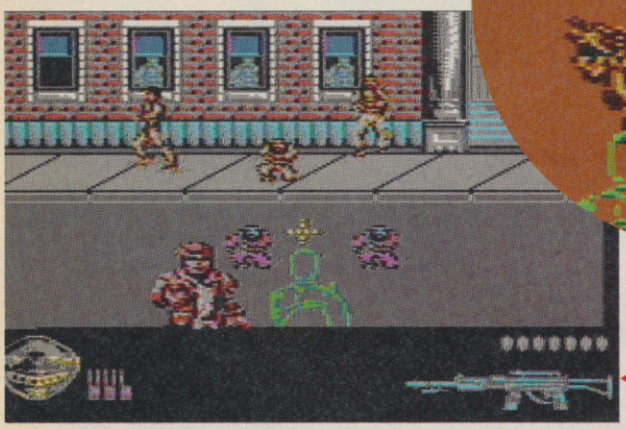
Mike Harrigan, a police officer in the LAPD (Los Angeles Police Department) is out to break the many drugs rings but discovers to his – and everybody else's – abject horror, that the criminal element in the city is not entirely of earthly origin. It is then a race against time and FBI Agent Keyes (who is Harrigan's rival and wants to take the aliens alive) to find and eliminate the monsters from outer space. The difference between this and other alien invasion plots is that the Predators are not after world domination or anything daft like that. They are purely huntsmen looking for otherworldly trophies to take home.

Right, plenty of scope there for an all action game but how exactly do you implement it? Well the guys at Mirrorsoft have plumped quite simply for a sort of *Operation Wolf* format, though to be honest it contains far more features and playability than that game. There are four levels in all and, glory be, it's all loaded in in one go. No horrendous multi loads here. It's then you realise jut how clever the programmers have been to be able to fit it all in.

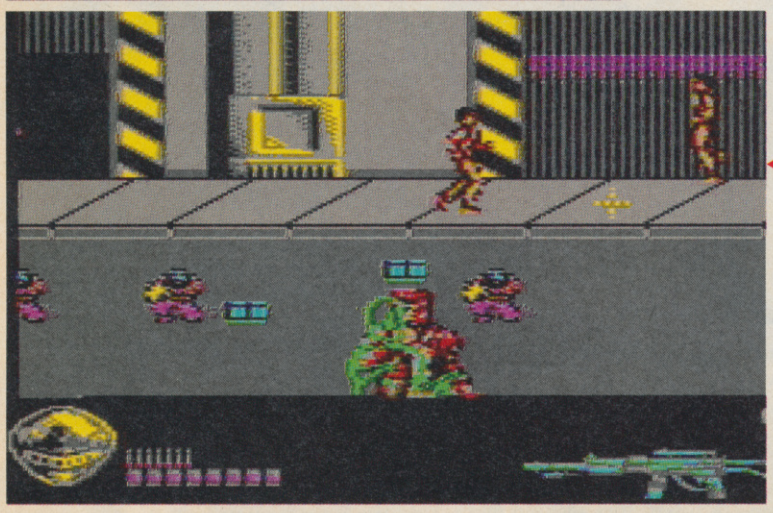


Harrigan does what he gets paid to do and what he's best at doing – blasting the bad guys. This shot shows half the street going up in smoke as the alien-hunting cop's shots hit a missile launcher

On level two, don't shoot the guy in the wheelchair. It's sick and does your reputation no good at all!

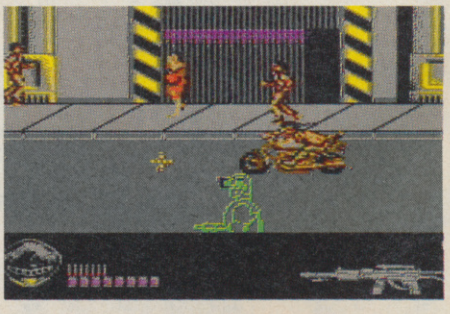


While all hell breaks loose on level one, would you believe a reporter tries to interview you? Sadly, you're not allowed to pump this loony full of lead!



The first street scene reveals hordes of hoodlums awaiting your violent attention. As for the big guy in the foreground, wait for him to wander in front and then hammer the fire button to punch his lights out!

The gameplay is very straightforward indeed. Harrigan is displayed as a wire frame drawing at the bottom of the screen. Using joystick or keys you have to move the on-screen crosshair around, taking potshots at anything that looks vaguely hazardous to your health. Your energy is represented at the bottom of the screen by a row of blobs. When they've all gone, you've gone... well not so much gone as fallen in a lifeless heap on the floor. There is also an indication of



If you hit the punk on the motorbike, you're treated to seeing the cycle whizz out from underneath him. Serves him right for being a moving target really

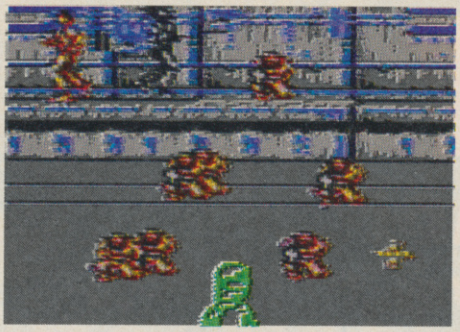
The end of level one: the guy in the centre is the drug lord, being protected by his lackeys (who you have to shoot in a particular order). Once they're dead, shoot down the main-line merchant

how many clips of ammo you have left (more on that later). To the left of the screen is a cop's badge. When you accidentally shoot civilians it slowly changes colour. If it becomes completely grey, your employers deem you unfit to wander the streets and retire you from service.

In level one our hero scrolls along the LA streets slaughtering the henchmen of Ramon Vega (a drug baron). Weedy opponents run across your path and occasionally shoot or throw grenades at you. Then there are the real toughies on whom you must concentrate your fire. These include snipers in the doors and windows of the various buildings, purple cowardly types who crouch and fire relentlessly. Finally there's a huge skinhead who looms large in front of you and must be punched twice before he dies.

Things to avoid are the fat ladies who comically wave their arms aloft and tippy-toe off screen, the Taco seller, and Tony Pope the suicidal reporter who tries to interview you mid-massacre. The Predator also puts in an odd appearance in his semi-invisible form. Don't shoot him or he'll retaliate with a dart or deadly disc. At the end of the level you have to shoot a formation of stooges before eliminating Vega himself.

Level two takes place inside the hotel where a second drug baron is thought to be hiding out. This time bonus weapons can be obtained by shooting the lights, plants and other bits of furniture. Most of the bad guys on this level appear from the lift doors.



Down in the subway on level three, the Predator finally reveals himself as he strolls through the gun battle, dreadlocks flowing

If, however, you shoot the lift button before the doors open, this prevents them appearing (the handiest hints only in your number one *CF*). This end of level face-off takes place in your adversary's penthouse apartment. There's no ultimate aim on this bit other than staying alive until your 64 sends you to level three.

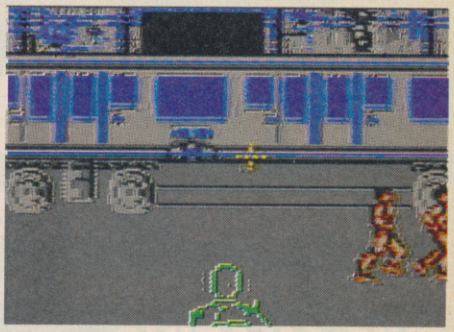
After seeing two of his colleagues murdered by the Predator, Harrigan decides to track down the beast in the subway and this is what level three is all about. Again, opponents appear in the background, mid-screen and foreground. The Predator has become visible and proceeds to rip the heads off the odd baddy here and there. The difficulty on this level lies in hitting the enemies before they become obscured by speeding subway trains which appear with alarming regularity. There is a way of making it easier but all I'll say at this time is don't be afraid of the dark (pre-release hints and tips courtesy of *Commodore Format*).

I've seen level four, it's great, and be prepared for the fright of your life

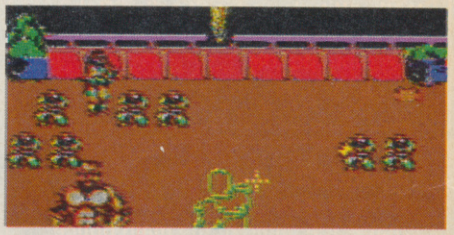
And so to the final challenge. If you're wondering what's happened to the screen shots of this level, don't. The plain fact of the matter is that the programmers are being cagey about the whole affair. In level four Harrigan has managed to track down the foul Predator in its hideout with the intention of giving him a good kicking... I've seen it, it's great, and be prepared for the fright of your life.

So then, has *Predator 2* got brilliant graphics? Not really. They're not bad and there's loads going on but it's not the prettiest game in the world. Then the sound must be stunning, right? Er, not really – again. A good soundtrack and excellent FX are spoilt a bit by a jingly melody over the top. So why should you buy it? In a word, gameplay. It takes an old formula, builds on it, builds on it a bit more, then adds a coat of varnish and voila – you have a fast, polished blast that'll have you screaming with angst but loving every minute of it.

ANDY



All of a sudden a subway train whizzes through the scene. This still piccie doesn't really do justice to this impressive visual



The end of level two, and the gang's all here! The maggotty thing up top is actually a macabre body bag – shoot it and it swings

Game	Predator 2
Publisher	Mirrorsoft
Cassette	£9.99
Disk	£14.99

POWER RATING

THE DOWNERS...

- The backdrops are nice but the sprites are decidedly blocky
- Gameplay doesn't really change

...AND THE UPPERS

- Sound effects are pretty hot. The machine gun is extremely violent
- There are plenty of opponents each with a different level of viciousness
- Levels are in handy, completeable chunks. You get a little bit further every time you play
- Each level has a different theme and requires a different approach to finish it
- Shortage of ammo adds a slight tactical element
- Humorous touches like the fat ladies add to the fun

100 — 80% — 0

Oh no! It's the Fat Slags! Er... wrong review. Don't blast the middle-aged housewives or Harrigan's badge-o-meter drops and early retirement from the force is imminent

Harrigan is busy redecorating the drug baron's penthouse suite with his lackeys' brains. Shoot the light fittings to find secret caches of ammo. (Well, they *were* secret...)

WIN

A PRED' HEAD!

STALK THE STREET WITH THIS AMAZING PREDATOR DISGUISE! 10 COPIES OF THE GAME UP FOR GRABS!

Question 1
laughably simple
What has dreadlocks, pure white teeth, attitude and isn't called Bob?
a) Bob Marley
b) A rabid poodle
c) The Predator

Question 2
sorting out the blokes from the berks
What is the name of the main police character in the film Predator 2?
a) Mike Harrigan
b) Harry Michigan
c) Hicky Migrinaggy

Question 3
tougher than old boots
What is the name of the actor who played the Predator in both the films?
a) Keith Chegwin
b) Maggie Philbin
c) Sorry guys you're on your own, if they were all multiple choice questions it would be just *tooooo* easy

Oh no! The Ed is attacked by a Predator right here in the *CF* office! Blimey, these things are supposed to be make-believe!

Hang on a minute! Since when was the Predator only four feet tall? Something fishy is going on here...

Aha! It's really our designer, Lam (Latex Lam – we call him) in disguise. It just goes to show how convincing this kit really is!

We thought, 'We've got it on the cover, it's on the tape, it's on the brain. Let's run a compo.' Then we needed to think of a prize. It had to be relevant to the film. How about a day out committing mass murder? Too illegal. A weekend away with an alien life form? Too tricky, and besides, Steve Jarratt was busy for the weekend. Well we were in a right old two and eight.

Suddenly we received a call from Cathy Campos at Mirrorsoft and it was the answer to our prayers. She offered us not five, not ten, not even fifteen but *one* compo prize.

'Er,' said we. 'Is it any good?' Needles to say it is a *stonker* of a prize. It consists of a huge rubber mask and gloves moulded and painted in the delightful image of the Predator. It's got fangs, dreadlocks, claws the lot. Not only that but it was shipped over from America and is therefore one of only a few in the whole of the country. Look at the piccies to see just how impressive it is (go on). Then pop your answers to our questions on a postcard (or the back of an envelope) and send them to:

'I'm sweaty and smell of rubber' Competition
Commodore Format,
Beauford Court,
29 Monmouth Street,
Bath, BA1 2BW.

All the usual rules apply. People from outer space are free to apply. The closing date for this once in a lifetime opportunity to dress to kill is 21st May so chop, chop.

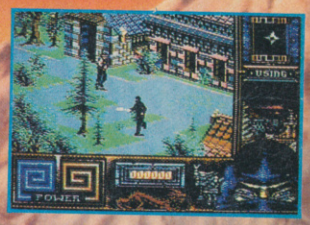
REAL HATRED IS TIMELESS

LAST NINJA 3

NINJA THREE

Ninja 3 is here and ready to explode onto your screen with the most glorious display of graphics and animated fight sequences ever seen in this type of game.

With a massive introduction sequence, incredibly detailed '3D' background graphics and a more than generous helping of all-out action, Ninja 3 displays a degree of excellence never before experienced by even the most seasoned Ninja fan. Ninja 3 – A game of epic proportions.



Feel the realism, allow yourself to witness the magical world of Ninjitsu, spiritualism, experience the mystical atmosphere of the Tibetan Temples. Remember, always remain in control of your stealth and cunning as you do battle once again with the most treacherous purveyor of evil, Kunitoki.

Actual C64 Screens

Regarded as a licence within itself, the highly acclaimed Last Ninja series reaches an unequalled pinnacle of excellence with the arrival of Ninja 3. Seldom has a series of games won as many awards world wide as The Last Ninja. NEVER HAS SUCH A SERIES OF GAMES JUST GOT BETTER AND BETTER . . .

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SYSTEM 3

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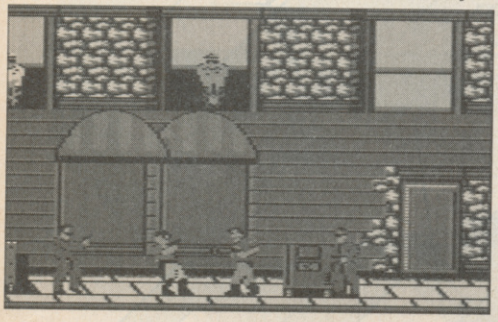
GameBusters

It really is a case of so much stuff and so little space this month. We continue with the *Creatures* players' guide, give you the complete low down on *Last Ninja 2* and the solution to *Night Breed*. All that plus Samaritan's Corner – with tips for *Spellbound* and *Into The Eagle's Nest* – and the first 50 codes for *Chip's Challenge*. But first some cheat listings for a few cassette games. As always, type in the listing, RUN it, then LOAD your game with the requisite cheat installed. Eea-sy.



Help your ESWATting escapades with a hefty dose of POKEing. I'm not too sure what the listing does, but you can be sure it'll help. I think...

ESWAT

```
0 REM ESWAT CHEAT BY M PUGH 1991
1 FOR X=320 TO 358:READY:C=C+Y:POKEX,Y:N
EXT
2 IF C=4201 THEN POKE 157,128:SYS320
3 PRINT"DATA ERROR"
4 DATA 32,86,245,169,78,141,97,3,238,98,
3,96,72
5 DATA 77,80,1,169,173,141,53,29,141,77,
29,141,118
6 DATA 94,206,229,94,206,180,46,206,210,
46,76,13,8
```

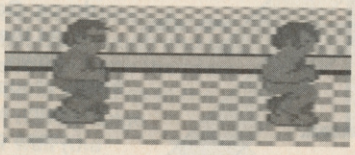
UN Squadron

```
0 REM UN SQUADRON CHEAT BY M PUGH 1991
1 FOR X=525 TO 567:READY:C=C+Y:POKEX,Y:N
EXT
2 IF C=3963 THEN POKE 157,128:SYS525
3 PRINT"DATA ERROR"
4 DATA 32,86,245,169,24,141,86,9,169,78,
141
5 DATA 88,9,76,16,8,72,77,80,169,32,141,
6 DATA 45,7,169,47,141,46,7,169,2,141,47

7 DATA 7,238,32,208,169,0,141,122,181,96
```

POWER PACK

Blimey, we've gotten a bit behind with our PowerPack cheats haven't we? Still, in future we'll POKE our cover game senseless each following month. These POKEs cover the games from *CF*s 5 and 6 and provide you with the following bonuses: *Sunstar* (invincibility); *Shockway Rider* (infinite lives); and *Chameleon* (infinite lives and energy). T'riffic.



Chameleon

```
1 FOR X=517 TO 580:READY:C=C+Y:POKEX,Y:N
EXT
2 IF C=6276 THEN POKE157,128:SYS517
3 PRINT"DATA ERROR"
4 DATA 169,18,141,40,3,169,2,141,41,3,32
,86
5 DATA 245,169,32,141,178,2,169,2,141,17
9,2,96
6 DATA 72,77,80,169,32,141,222,3,169,51,
141,223
7 DATA 3,169,2,141,224,3,32,69,3,96,169,
173
8 DATA 141,36,13,141,58,30,141,71,30,141
,195,40,238,32,208,96
```

Sunstar

```
1 FOR X=517 TO 583:READY:C=C+Y:POKEX,Y:N
EXT
2 IF C=6779 THEN POKE157,128:SYS517
3 PRINT"DATA ERROR"
4 DATA 169,18,141,40,3,169,2,141,41,3,32
,86
5 DATA 245,169,32,141,178,2,169,2,141,17
9,2,96
6 DATA 72,77,80,169,32,141,222,3,169,51,
141,223
7 DATA 3,169,2,141,224,3,32,69,3,96,169,
173
8 DATA 141,185,28,141,102,42,141,104,29,
141,23,43
9 DATA 141,236,43,238,32,208,96
```

Shockway Rider

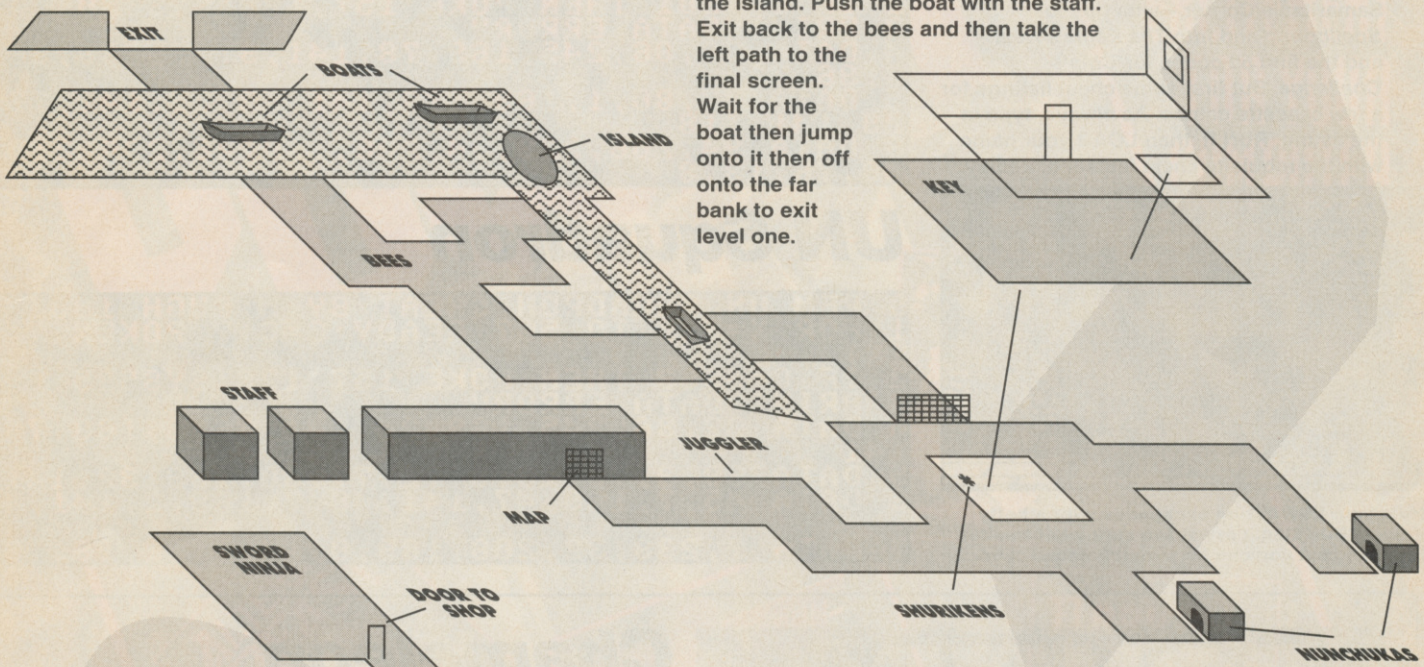
```
1 FOR X=320 TO 349:READY:C=C+Y:POKEX,Y:N
EXT
2 IF C=3016 THEN POKE157,128:SYS320
3 PRINT"DATA ERROR"
4 DATA 32,44,247,32,108,245,169,86,141,2
14,3,169,1,141,215
5 DATA 3,76,81,3,72,77,80,169,173,141,14
9,33,76,28,8
```

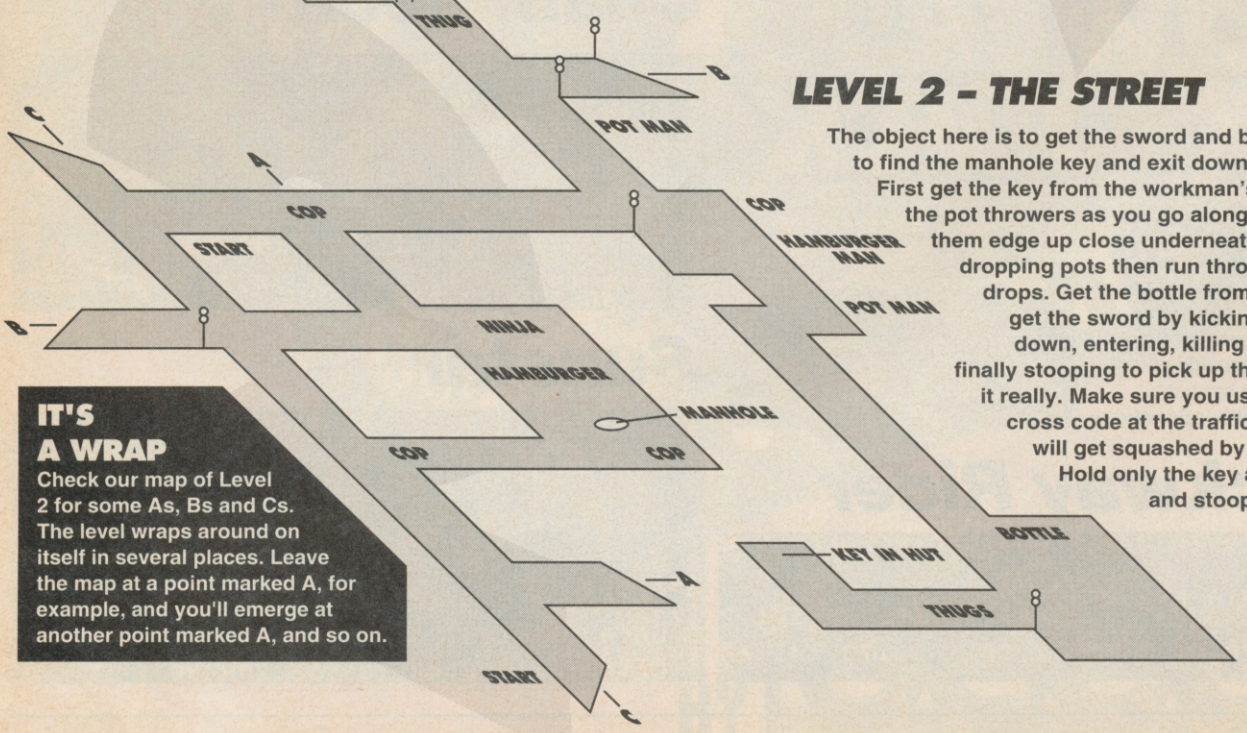
LAST NINJA II

If last month's multitude of martial artwork wasn't enough (we brought you the full solution to* The Last Ninja*), we decided to stick to the oriental orientation and so – here's the solution to System 3's stunning sequel

LEVEL 1 – CENTRAL PARK

You start on the stage of the theatre. Go backstage and dispose of the baddie. Hit the yellow button on the wall and go back to the stage. Drop down the now open trap door. Once down, get the key and go outside. Get the shurikens and the two pieces of nunchuka from the female side of the toilets. Go left and somersault past the juggler or he will get you with his pins. Get the map and then climb the trellis (make sure you are using nothing or you won't get up). Somersault over the gaps and get the staff. Return to the gate outside the theatre, hold the key and stoop to open the gate. Move on to the river and wait for the boat. Somersault onto it then off onto the other bank. Avoid the bees and take the right hand path. Jump off from the right hand corner and you should land on the island. Push the boat with the staff. Exit back to the bees and then take the left path to the final screen. Wait for the boat then jump onto it then off onto the far bank to exit level one.





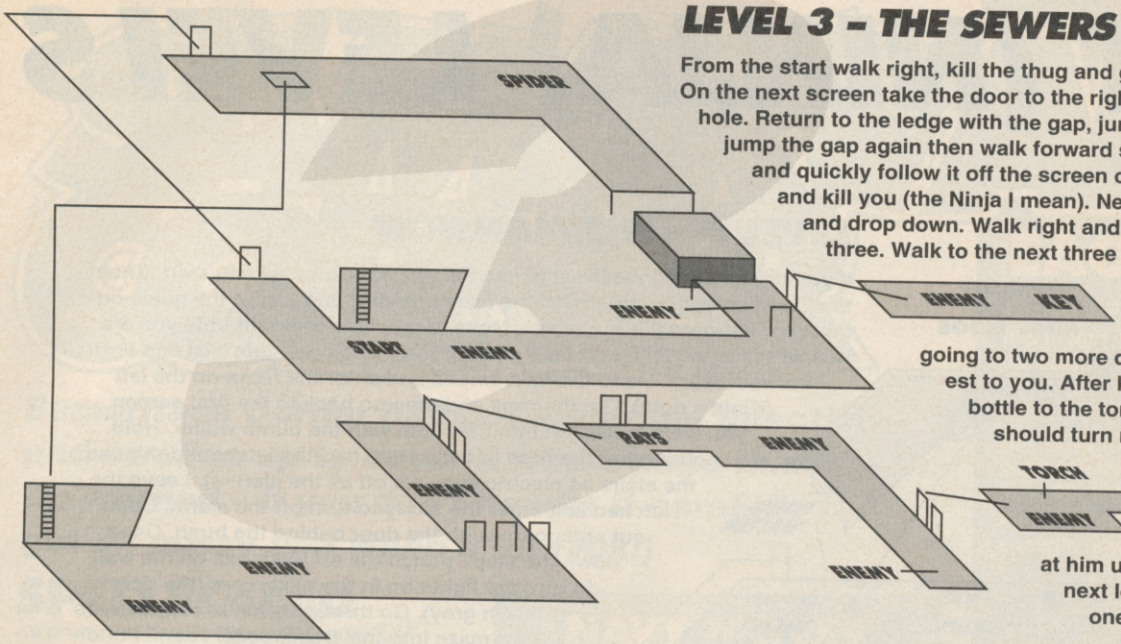
LEVEL 2 – THE STREET

The object here is to get the sword and bottle and then to find the manhole key and exit down the manhole. First get the key from the workman's hut avoiding the pot throwers as you go along. To get past them edge up close underneath until they start dropping pots then run through between drops. Get the bottle from the drunk then get the sword by kicking the shop door down, entering, killing the Ninja and finally stooping to pick up the sword. That's it really. Make sure you use the green cross code at the traffic lights or you will get squashed by the motorbikes. Hold only the key at the manhole and stoop to open it.

IT'S A WRAP

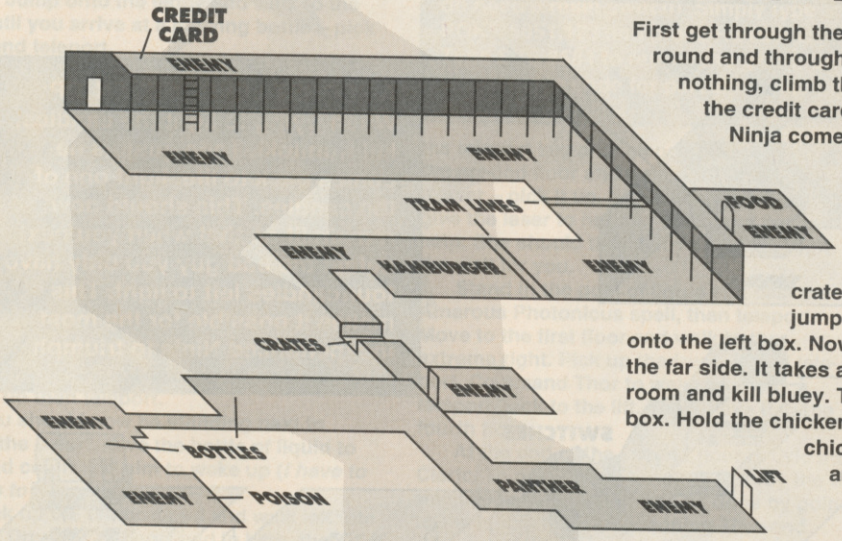
Check our map of Level 2 for some As, Bs and Cs. The level wraps around on itself in several places. Leave the map at a point marked A, for example, and you'll emerge at another point marked A, and so on.

LEVEL 3 - THE SEWERS



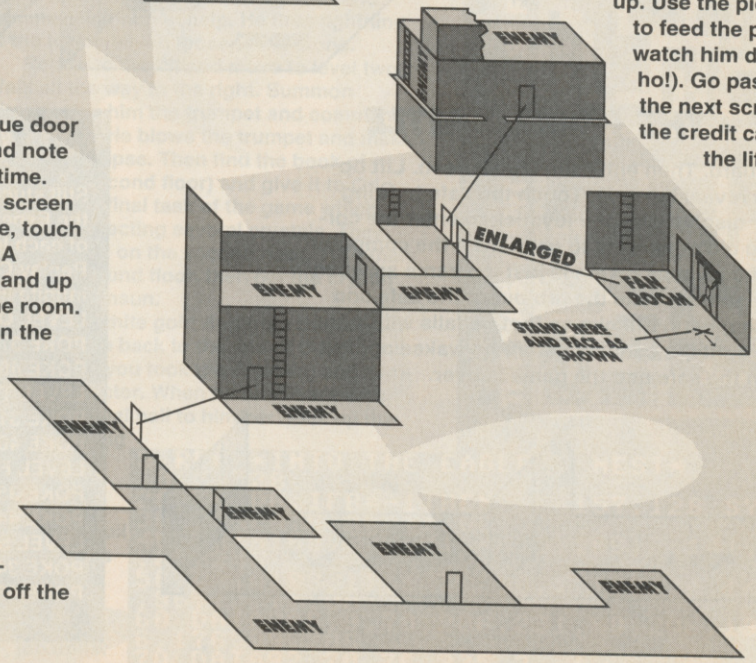
From the start walk right, kill the thug and go through the door on the left. On the next screen take the door to the right and get the key to the manhole. Return to the ledge with the gap, jump this and on the next screen jump the gap again then walk forward slowly. Wait for a spider to fall and quickly follow it off the screen or his friend behind will follow and kill you (the Ninja I mean). Next, open the grate with the key and drop down. Walk right and then take the middle door of three. Walk to the next three doors and take the farthest one. Now don't use any of the next two doors. Jump the rats and exit quickly. Keep going to two more doors and exit by the one nearest to you. After killing the girl (you cad!) hold the bottle to the torch on the wall and the wick should turn red. Move forward and holding only the bottle wait for the alligator to appear and lob the bottle at him until he burns. Then exit to the next level (you are allowed more than one go so don't panic).

LEVEL 4 - THE BASEMENT



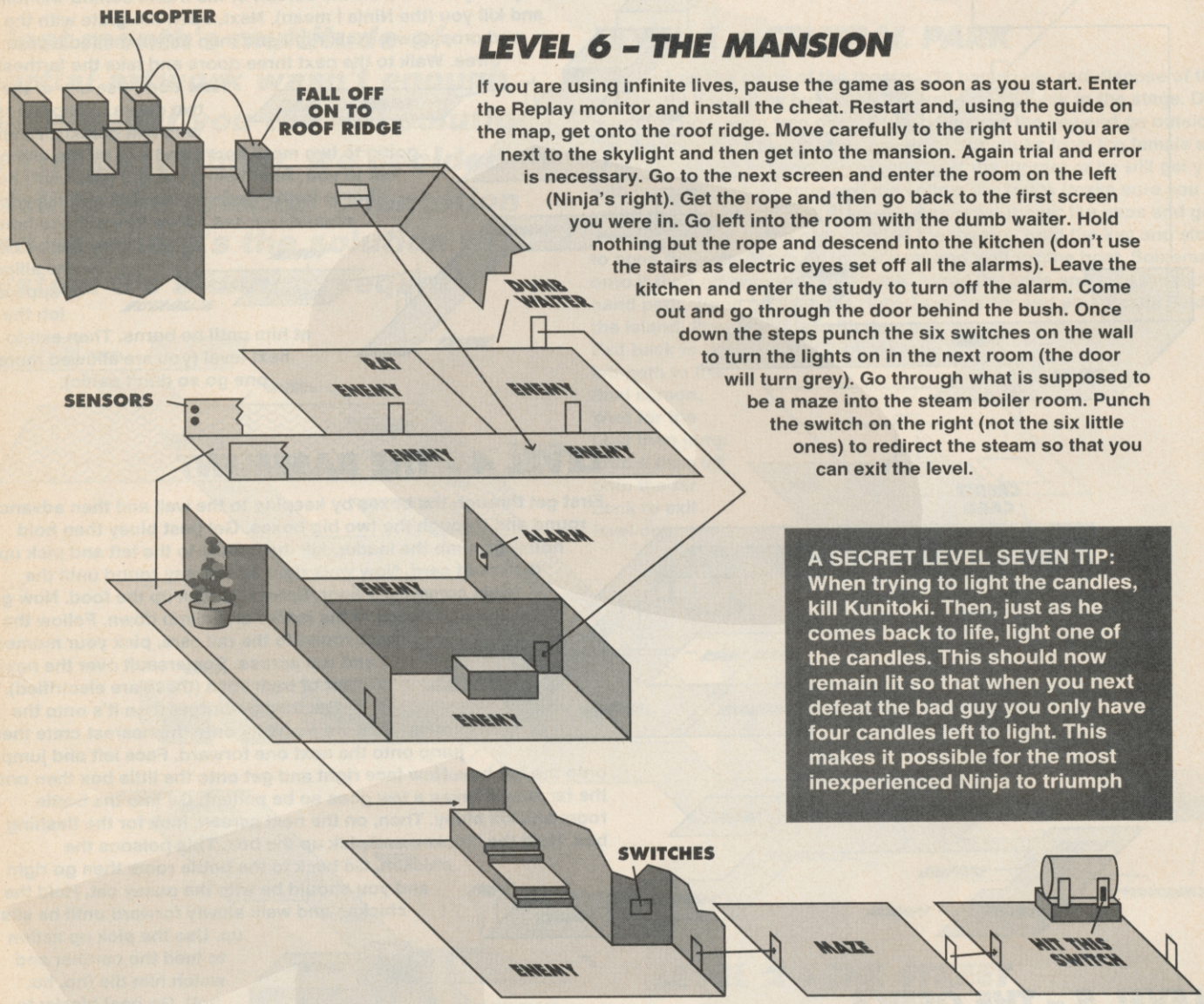
First get through the boxes by keeping to the wall and then advance round and through the two big boxes. Get past bluey then hold nothing, climb the ladder, kill the baddie to the left and pick up the credit card. Now walk right all the way round until the Ninja comes to a door. Enter and pick up the food. Now go back to the ladder and climb down. Follow the path round to the rail cars, pick your moment and run across. Somersault over the next set of tram lines (these are electrified). Get the hamburger then it's onto the crates. Here we go. Walk onto the nearest crate then jump onto the next one forward. Face left and jump onto the left box. Now face right and get onto the little box then onto the far side. It takes a few goes so be patient. Go into the bottle room and kill bluey. Then, on the next screen, look for the flashing box. Hold the chicken and pick up the box. This poisons the chicken. Go back to the bottle room then go right and you should be with the pussy cat. Hold the chicken and walk slowly forward until he sits up. Use the pick up action to feed the panther and watch him die (ho, ho, ho!). Go past blacky to the next screen and use the credit card to enter the lift and exit.

LEVEL 5 - THE OFFICE



Get off the first screen and then take the next blue door on the right. Touch the computer on the right and note down the code. The code changes from time to time. Come out again and go round to the right to the screen with the two doors. Take the top door and, inside, touch the pen holder on the table under the paintings. A secret door next to the table opens. Go through and up the ladder. Then go through the door and into the room. Now enter the fan room to the left and stand as in the diagram (backwards to the line of travel). Edge backwards until you reach the far wall (the Ninja will edge over to the drop but if you are careful he will make it). Open the grating using the pick up action. Go out onto the ledge and round to the left (his right). Jump the gap then go up the ladder. Kill the baddie then get to the last screen. This can be hard or easy. Run to the helicopter and try to get onto the skid or simply wait for the chopper to leave and somersault off the screen after it. The next level should load.

LAST (NINJA) LEVELS



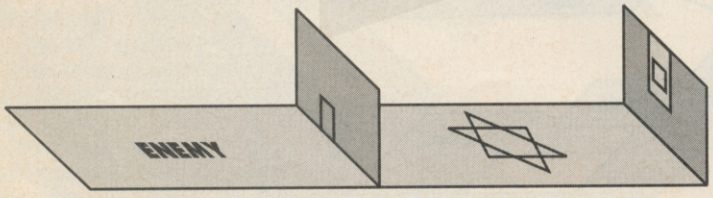
LEVEL 6 – THE MANSION

If you are using infinite lives, pause the game as soon as you start. Enter the Replay monitor and install the cheat. Restart and, using the guide on the map, get onto the roof ridge. Move carefully to the right until you are next to the skylight and then get into the mansion. Again trial and error is necessary. Go to the next screen and enter the room on the left (Ninja's right). Get the rope and then go back to the first screen you were in. Go left into the room with the dumb waiter. Hold nothing but the rope and descend into the kitchen (don't use the stairs as electric eyes set off all the alarms). Leave the kitchen and enter the study to turn off the alarm. Come out and go through the door behind the bush. Once down the steps punch the six switches on the wall to turn the lights on in the next room (the door will turn grey). Go through what is supposed to be a maze into the steam boiler room. Punch the switch on the right (not the six little ones) to redirect the steam so that you can exit the level.

A SECRET LEVEL SEVEN TIP: When trying to light the candles, kill Kunitoki. Then, just as he comes back to life, light one of the candles. This should now remain lit so that when you next defeat the bad guy you only have four candles left to light. This makes it possible for the most inexperienced Ninja to triumph

LEVEL 7 – THE FINAL BATTLE

First, kill the guard. Then enter the final screen. Lift up the tapestry to reveal the safe. Touch the safe to bring up the number display. Use the joystick to enter the correct code. (You did remember to get it from the computer didn't you?) The joystick action is just the same as when you input high scores. Take the orb out of the safe and ol' nasty-guts appears. Kill him so that he falls within the pentacle. Now light the candles before he wakes up. Put the orb back in the safe and the game is over.



Cart blanche

Still stuck? The POKEs below can be used with the Expert Cart and must be entered at the start of each level. They'll also work with the Action Replay Cart but unreliably. The first POKE is for infinite lives and the second, infinite shurikens.

LEVEL ONE	LEVEL TWO
POKE 37456,173	POKE 36690,173
POKE 46594,173	POKE 45218,173
LEVEL THREE	LEVEL FOUR
POKE 31852,173	POKE 35481,173
POKE 40153,173	POKE 44925,173
LEVEL FIVE	LEVEL SIX
POKE 35771,173	POKE 36879,173
POKE 44707,173	POKE 45788,173
LEVEL SEVEN	Keep yer eyes peeled for
POKE 34444,173	the complete guide to
POKE 43049,173	*Last Ninja 3*, coming soon.

SAMARITANS CORNER

Samaritans Corner has got a horrible infection and swollen up to cover a whole page this month. Be warned – if you don't handle it carefully it'll get all pussy and weep a lot (yuk!)

SPELLBOUND

As promised here is that solution in full. From the start – drop the advert, pick up the teleport key, then teleport. Walk right until you pass Thor and reach the little ledge room. Jump onto the ledge and walk to the left until you arrive at a glowing bottle – pick it up and teleport.

Next pick up the teleport pad you are standing on and walk left until you come to the red herring. Pick it up. Walk left until you come to the advert and drop on to the teleport pad.

Continue walking left until you reach the lift. Call the lift. Move the lift to the second floor and walk right until you encounter the hefty Samsun (although sometimes he is already in the lift). Take the elf horn from him, go back to the lift and drop the red herring in there. Move the lift to the roof. Walk to Lady Rosmar and pick up the bottle of liquid. Walk right to find the wand of command. Pick it up then teleport.

You should now be standing next to Florin the Dwarf. Give the bottle of liquid to him and command him to wake up (*I have to do this to Sean every day – Ed*).

Pick up the teleport pad and walk left into the lift. Drop the teleport pad in here, then blow the horn to summon Florin. When he appears command him to sleep. Now move the lift to the second floor, find Elrand and take the Miolnir from him. Command him to be happy if he won't hand it over then try again. Teleport back to the lift.

Summon Thor (using the horn) and give him the Miolnir. Command him to help and he will repair the control box. Command him to sleep, or he'll get worn out. Move the lift to the basement, pick up the red herring then walk right and drop the teleport key.

Pick up the power pong plant and cast the Fumaticus Protectum spell. Once done, drop the plant and the red herring, pick up the teleport key and teleport. Move the lift to the ground floor and walk right until you find a laser – pick it up. Summon Lady Rosmar, give the laser to her and command her to help. She should then burn a hole through the wall for you.

Stand in the pool of liquid and cast the Amarous Photonicus spell, then teleport. Move to the first floor and walk to the extreme right. Pick up the trumpet and teleport. Command Thor to wake up then teleport back to the lift. Then move it to the fourth floor.

At the end of the second floor is Oric the Cleric. To get to him you must destroy the wall between you. This can be done by going to the fourth floor, summoning Thor and commanding him to help. He fires lightning at the tower, which loosens the stone.

Return to the lift and move to level two. Walk all the way to the right. Summon Elrand, give him the trumpet and command him to help. He blows the trumpet and makes the wall collapse. Then find the book of shadows (second floor) and give it to Oric.

Now the final task of the game which involves collecting several crystals. They can be found on the second floor. Take them all to the ground floor, then get the crystal ball from Samsun.

Get the white gold ring from the second floor, then go back to the end of the ground floor (where you took the crystals) and summon a character. When he or she appears, give the crystal ball to him/her. Pick up the white gold ring then cast the Crystallium Spectralis spell. Throw all three crystals at Gimbal to free him. As we say here at *CF*, job done.

NAVY MOVES

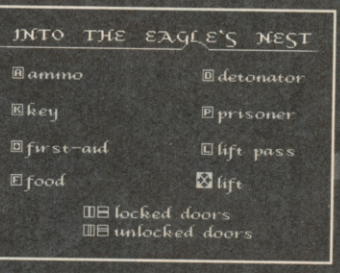
This POKE (for Barry McWilliams) rewards you with infinite lives (but you do need a reset switch). Simply type POKE 5851,173 and press RETURN. Type SYS 3584 to restart the game. Oh yes, and the code for part 2 is 2277.

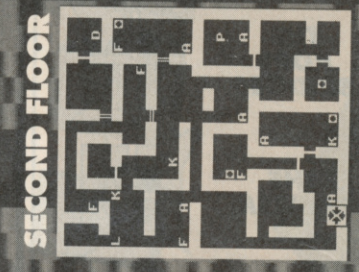
FIGHTER BOMBER

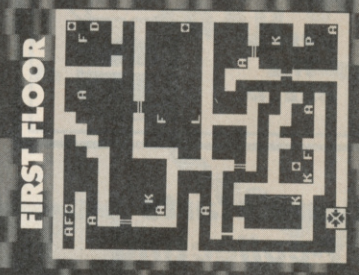
Andrews Walker's plea for help brings about this cheat mode: when prompted to enter your name, simply enter KYLIE (with a space before it) and, as if by magic, a shopkeeper appears. Er... no, that's not right. You can in fact start on any mission.

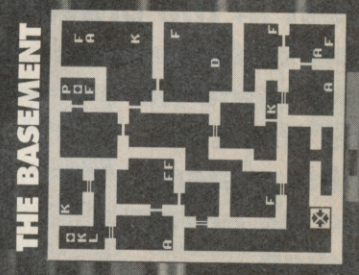
EAGLE'S NEST

Andrew Walker must be a happy chappie this month, this bit's for him as well. Scan the column below for three maps and a POKE all lavishly sculpted by your friend and mine (*you haven't got any friends – Ed*), Andy Roberts. Just in case you're a bit confused by the maps, we had to rotate them 90° left 'cos they're not as broad as they are long. Right, I've wibbled on long enough, now go boot some bottom.







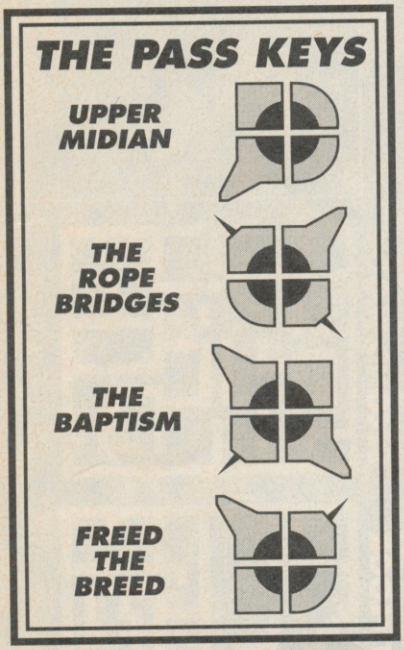



```
5 REM *INTO THE EAGLE'S NEST*
10 A=528
20 READB:IFB=-1THENPOKE157,128:SYS528
30 POKEA,B:A=A+1:GOTO2
40 DATA169,29,141,40,3,169,2,141,41,3,32
,86,245
50 DATA169,11,141,206,1,169,34,141,207,1
96,72,77,80
60 DATA206,9,70,206,231,80,206,130,81,20
6,176,99,206
70 DATA92,70,76,235,2,-1
```

NIGHTBREED
THE MUTATED SOLUTION

If you've given up hope with the antics of Boone and are in need of some assistance, then dig into this: the complete solution, plus a few general tips. Anyone with an IQ less than... er... well, less than mine might like to know that L=left, R=right, U=up and D=down. Here goes...

THE PASS KEYS



START TO FINISH

From the start position in the Necropolis, go **L**, get gun, **R, R, R, D, D, L**, get key 1, **R, D, L, L, D, R, D, L, L**, go through the door. You should now be at position C on the upper Midian map. Go **L, D, R, D, L, U** (through door), get key 2, **D, R, U, R, R, fall D, R, U, U, D** ladder, **R, D, R, fall D.**

With any luck, you'll arrive at position E on the rope bridge level. From here go **D, L, L, L, L, L, L, U, R, U.** The Mask will appear here. Kick his teeth in then collect key three. You must now go to be baptised, so go **D, L, D, R, R, D, R, D, R, R, R, R,** then go through the door to meet with Baphomet.

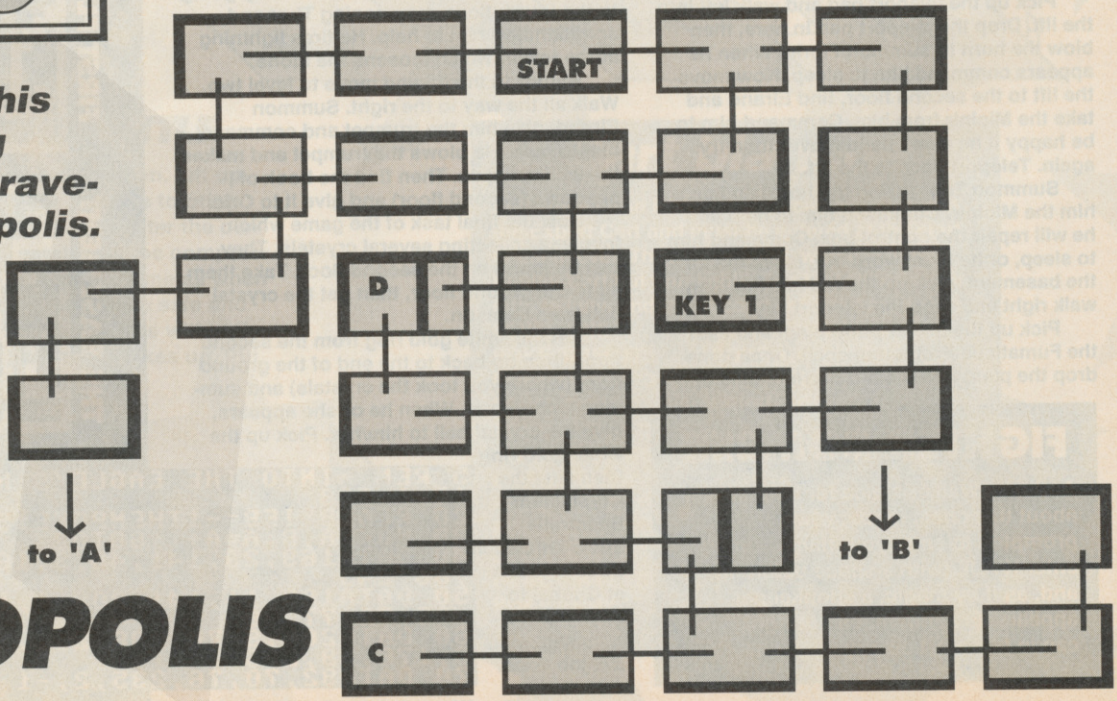
After the interlude go **L, L,** then walk into the door to free the berserkers. Then go **L, L, U, L, U, L, D, L, L,** and go through the door. You're now at position F (Upper Midian level). Go **U, L, U, R, U, L, U,** and through the door. Well done, you've freed the breed. You are now shunted back to position **C** on the upper Midian level. From here go **L, D, R, R, R, fall D, R, U, U, D** ladder, **R, D, R, fall D.** You are again at position E on the rope bridge level. Go **D, L, L, L, U.** You will again be confronted by The Mask (let's boogie Boone). It's advisable to have a friend tapping away on the F1 key as it is essential to be in Cabal mode when tackling The Mask this time. Having defeated him Lori will appear in a heart (aaaaah!) – collect her. Then go **U, L, U, R,** and go through the door. Nearly there.

You are now back at position G on the Upper Midian level. Go **U, L, L, U, R, U, L, U,** and go through the door to finish the game. Congratulations! All you have to do now is watch the sickly-sweet end sequence – yuk!

COMBAT TIPPETTES

BIG FLY – Stay crouched down, then run when he settles above you.
FAT MAN – If he's in your way, wait for him to move (he will). Otherwise avoid him.
SNAKEMAN – It is unwise to fight him. If you have to though, kick him like crazy.
FLYING TEETH – Simply crouch as they whizz overhead, then RUN!
HEAD MONSTER – Punch the body repeatedly and duck/jump to avoid the head.
HOPPER – Duck when he jumps, run when he lands.
SCORPION – A pain in the bum, basically. Punch repeatedly, and jump if he strikes out.
EYEBALL – Simply turn away from it and run (although he will subsequently move again so that he faces you).

Boone starts his key-collecting quest in the graveyard of Necropolis. Only once he has the key in his grasp can he enter Midian...

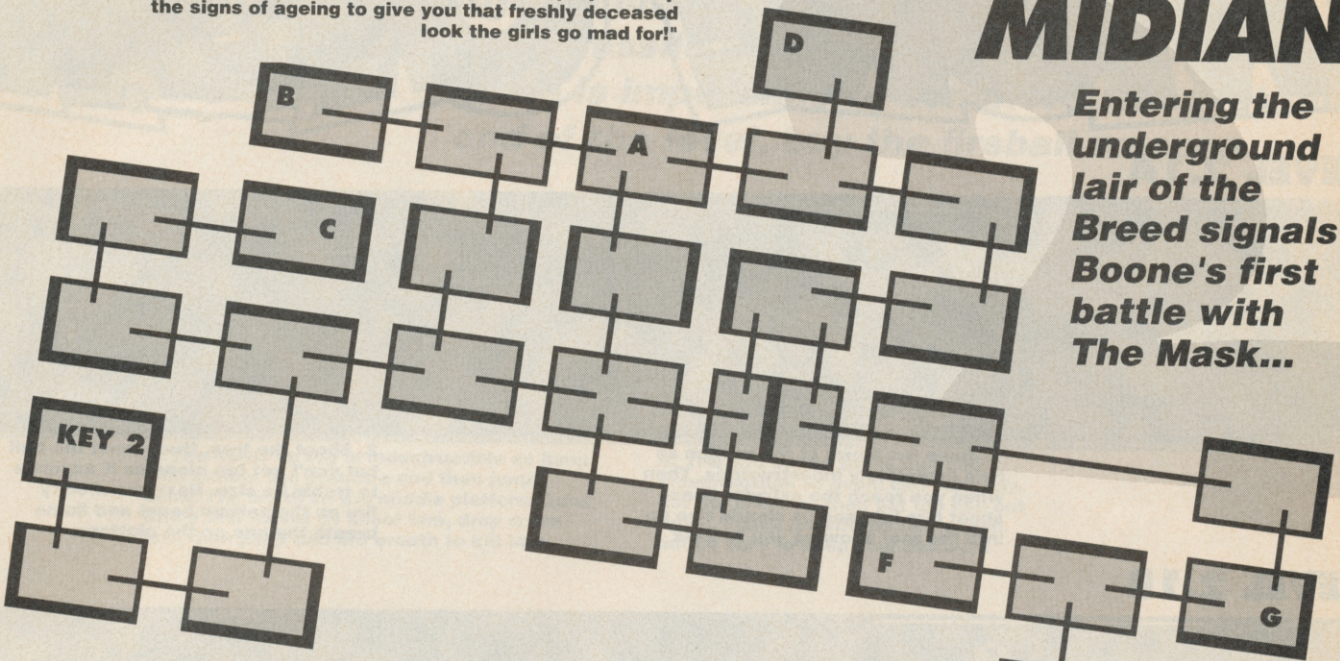


THE NECROPOLIS

"Yes, I use 'Breed Cream' (with active lipozomes). Speeds up the signs of ageing to give you that freshly deceased look the girls go mad for!"

UPPER MIDIAN

Entering the underground lair of the Breed signals Boone's first battle with The Mask...



ROPE BRIDGES

Boone is re-born during his initiating baptism into the ranks of the Breed. Only in his new form can he defeat The Mask once and for all, and free the Breed!

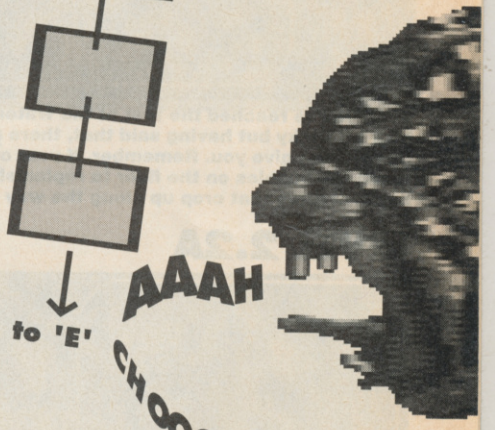
NIGHTBREED - KEYS

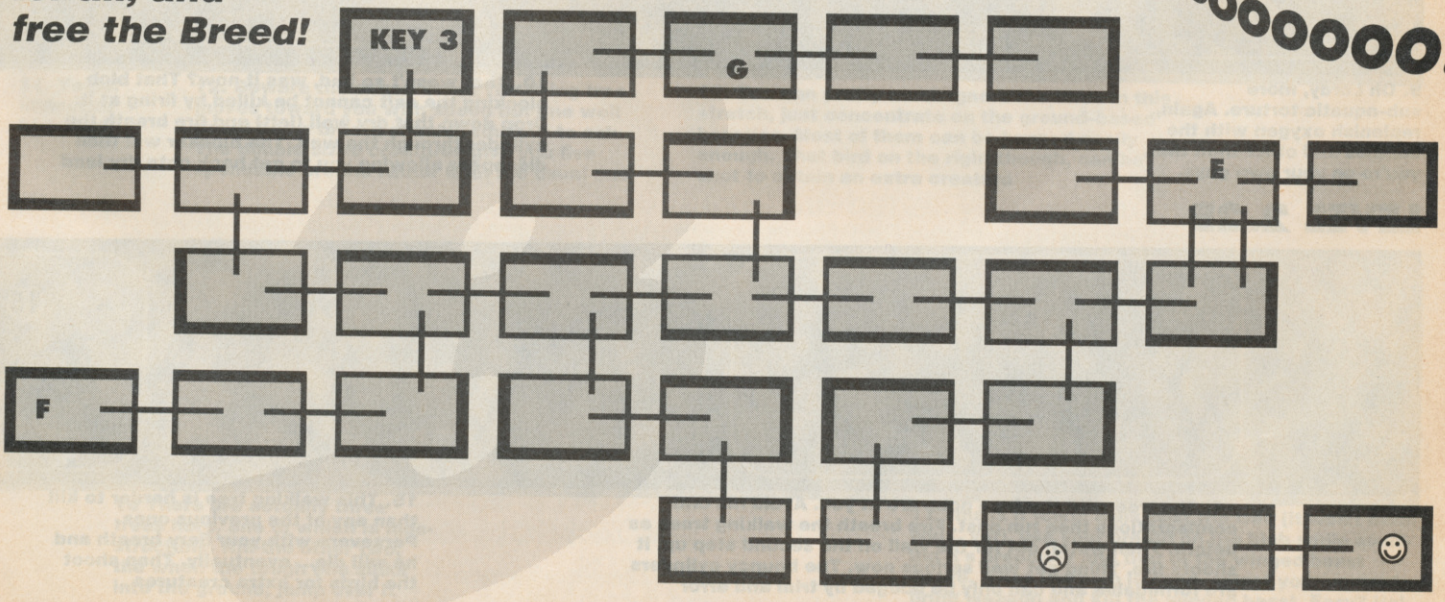
KEY 1
KEY 2 — THE 3 KEYS TO COLLECT
KEY 3

☹ — BERSERKERS CHAMBER

☺ — BAPHOMET

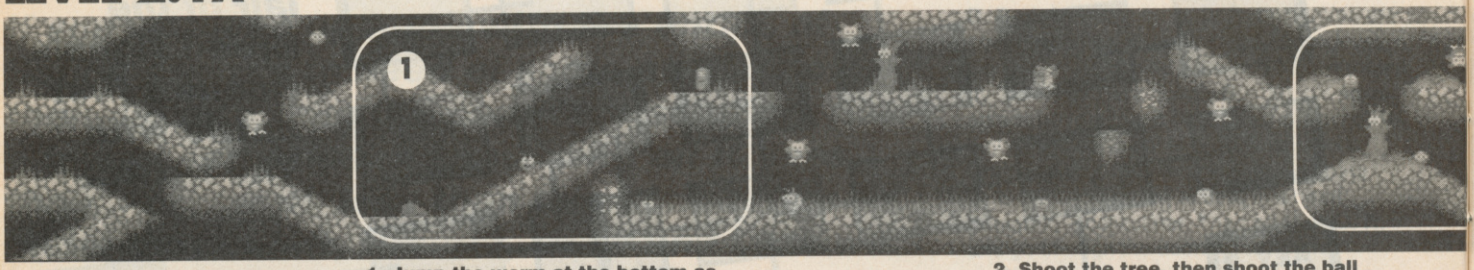
LETTERS **A** TO **G** LINK LOCATIONS





MORE CREATU

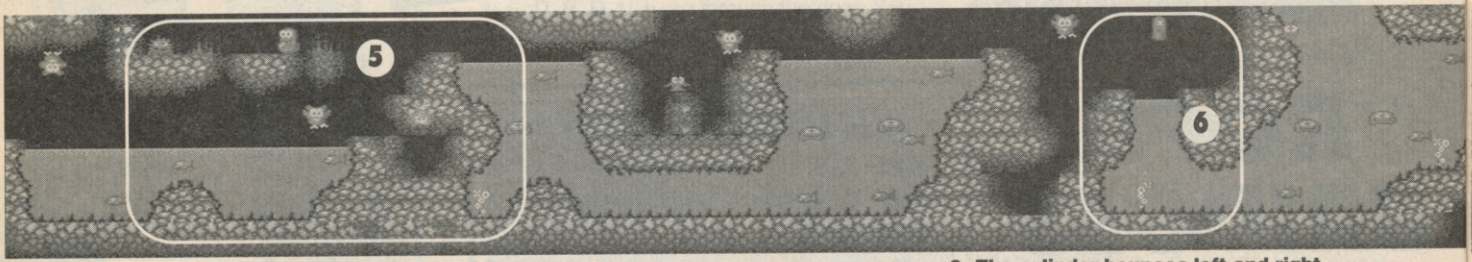
LEVEL 2.1A



1. Jump the worm at the bottom as he's completely indestructible. Then when you reach the cylinder beast shoot him lots and he should rise up into the roof allowing you to pass

2. Shoot the tree, then shoot the ball but don't get too close as it expands to treble its size. Next use droopy fire on the bottom beast and flame breath the one on the platform

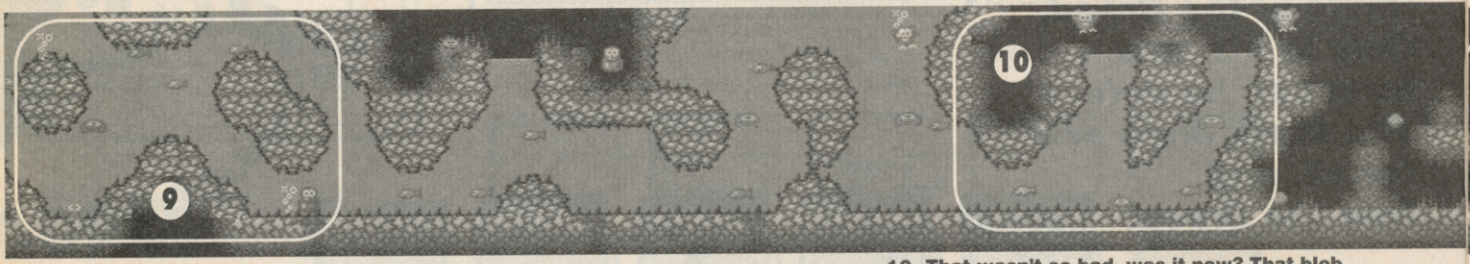
LEVEL 2.1B



5. So you've reached the first of the water sections. It can be a bit tricky but having said that, there are no specific tips we can give you. Remember, if your oxygen gets low, touch the bubbles on the floor to replenish it. Also collect any creatures that crop up along the way

6. The cylinder bounces left and right and guess what? It's indestructible. Wait on the left hand side then when he bounces away from you, drop down into the water

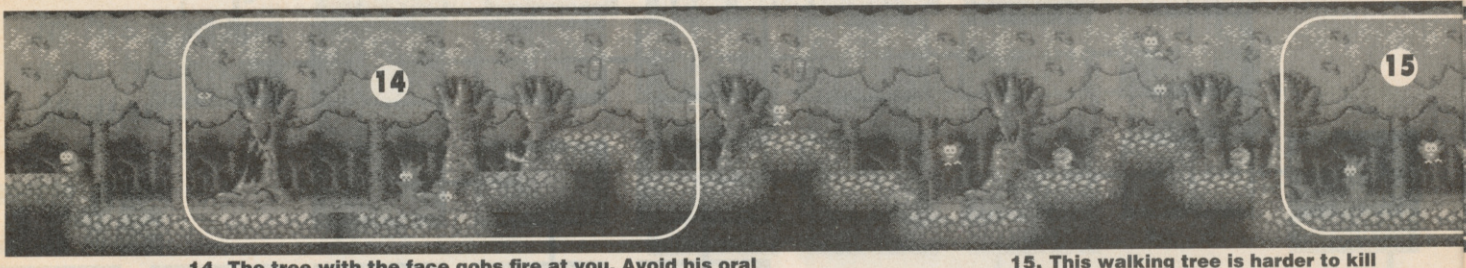
LEVEL 2.2A



9. Oh Lordy, more sub-aquatic torture. Again, replenish oxygen with the bubbles and other than that, you're on your own guys.

10. That wasn't so bad, was it now? That blob blocking the exit cannot be killed by firing at it. Drop down that dry well (left) and fire breath the cylinder through the wall. The blocker will then disappear allowing you to get back onto dry land

LEVEL 2.2B

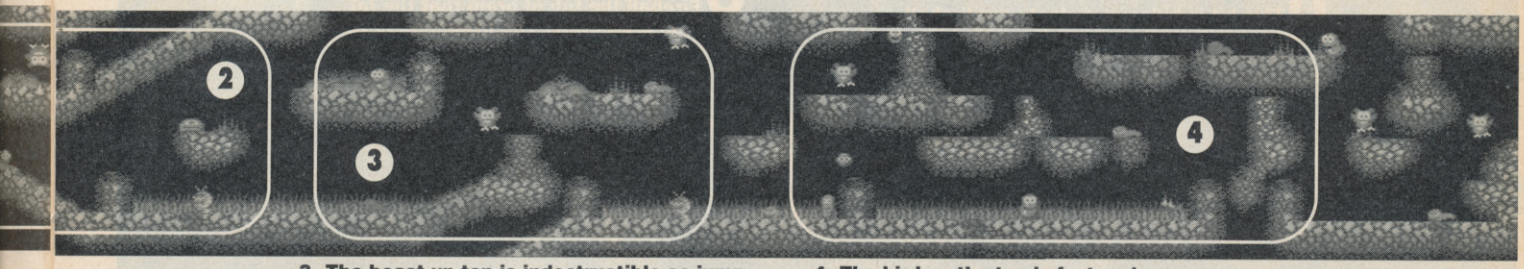


14. The tree with the face gobs fire at you. Avoid his oral conflagrations then run past. Fire breath the walking trees as before. Then watch out for the wall on the second step up, it shoots fire. Thing get *well* serious now. The bouncy cylinders are formidable and can only be dodged by trial and error

15. This walking tree is harder to kill than any of the previous ones. Persevere with your fiery breath and he will die... eventually. Then shoot the birds for extra creatures

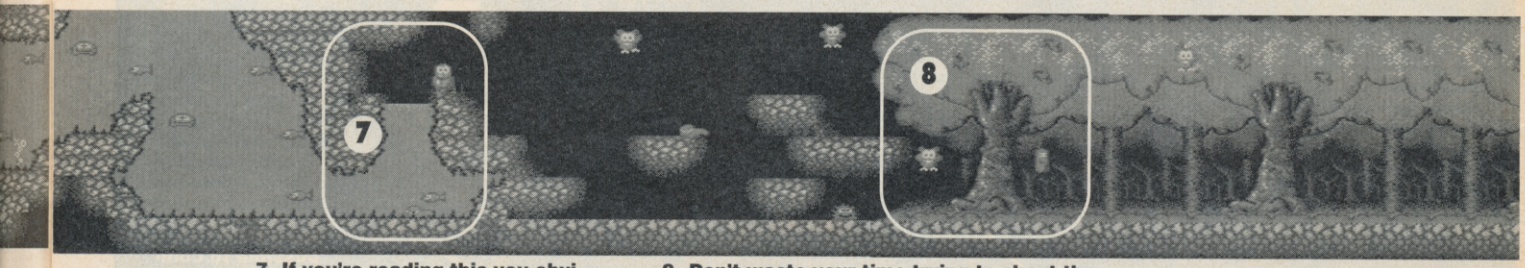
CREATURES

Clyde's back for the second part of our complete solution to Creatures. But before you rush blindly on, be sure to buy an upwardly firing missile at the mid-level shop or the game is impossible to complete! Then, at the end of the level, buy the fireball weapon



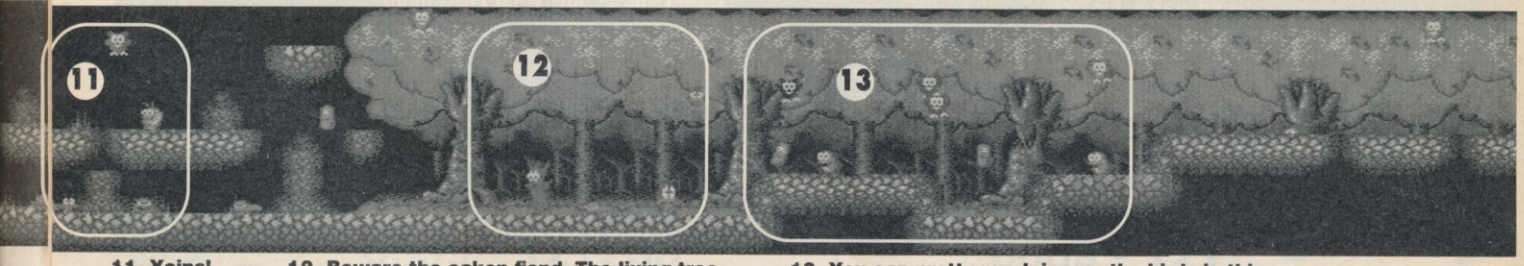
3. The beast up top is indestructible so jump him, collect the creature and then jump back. The worm on the middle platform turns into a fast mover so shoot him, drop down left, then jump and fire breath to kill him

4. The bird up the top is fast and indestructible so avoid him carefully, get the creature then get the hell out again. Flame breath the two worms but be sure to keep your distance



7. If you're reading this you obviously managed the watery bit. Jump left out of the water, flame breath the beast on the right and voila, you're free to press on

8. Don't waste your time trying to shoot the bird, he's invincible. As is the bouncing cylinder. Again choose your moment then run like you've got a belly full of laxative and three miles between you and the nearest loo



11. Yoips! invincible bird alert!

12. Beware the oaken fiend. The living tree moves toward you with speed but one well timed flame breath should reduce it to ash. The double sized creatures give you five spendable credits rather than the usual one

13. You can pretty much ignore the birds in this stretch, just concentrate on the ground–based beasties. Most of them can be jumped easily enough. That bird on the right though, can be shot to obtain an extra creature

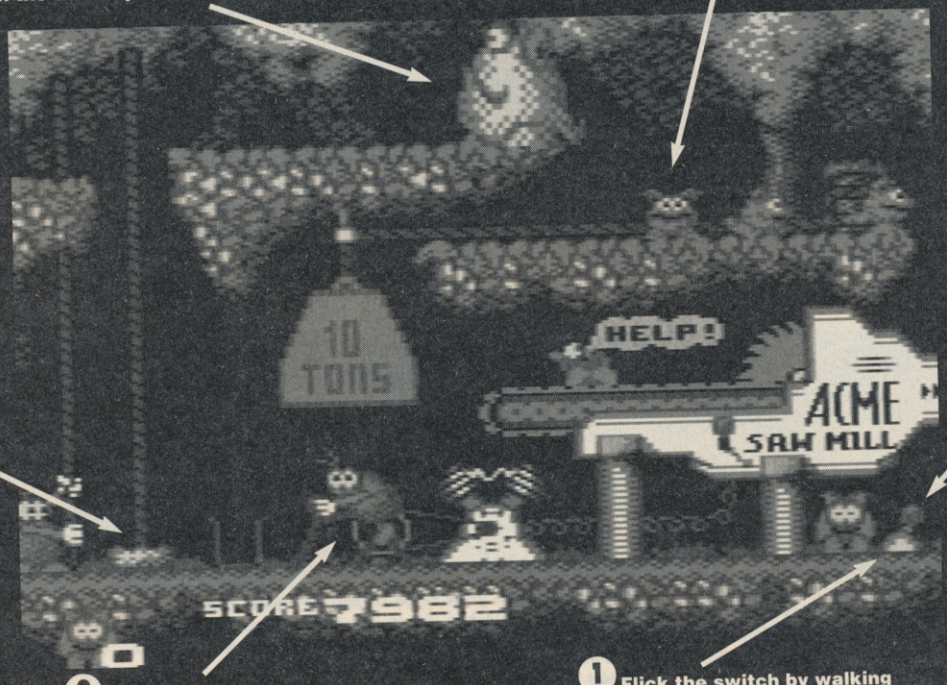
16 There are actually three trees here, one of which is indestructible. Kill the other two, the when the tough one sinks into the ground, jump over it

17 This is it folks! Walk past the tree (it won't harm you... yet), use your breath on the blob while avoiding it's firepower and that of the winged beast above. When the blob is dead, select your upward firing weapon and kill the winged beast. Easy? No!

Two's company, tree's a crowd, with COMMODORE FORMAT 8, May 1991

MORE CREATURES

How to survive torture screen two



5 This bit is hideous. Select your fireball weapon and whenever possible, shoot like mad at the fat beast. Trial and error is needed to learn the attack patterns of the fat one

6 Fireball the tub of grain that the fat one was protecting. The little beasts will then chomp through the rope, releasing the weight and saving your friend

4 Jump onto the lift and the operator should start pulling you up to the top

3 Rush back to the switch and flick it so that your friend starts moving towards the saw. Now you have the maximum time possible to complete the screen

2 Hang about here until the jar is full of water. Next fire breath the jar so that the water hits the lift operator and wakes him up

1 Flick the switch by walking into it. This will make your buddy travel towards the electrodes. (Trust me, I know what I'm doing!)

Well that was a breeze wasn't it? But it doesn't stop there as you well know. Next month we'll be giving level three much the same treatment, except next time we'll be including a wadge of other stuff. Stuff like the infinite lives cheat mode and POKEs and tips on how to obtain vast amounts of creatures for use in the shop. In fact we'll be providing the whole glorious shebang for those who still had problems finishing it (*that includes Andy – Ed*). That just leaves me to say a few 'thank you's. Cheers to Andy Roberts for his marvellous maps and sexy solutions, 'good on ya mate' to Martin Pugh whose pristine POKEs we couldn't do without and finally thanks to all of you who sent stuff in, even if we didn't have space to print it. Nevertheless keep it coming, you know where we are...

CHIP'S CHALLENGE

Oh no! A horrible gap at the bottom of the page. S'pose I'd better bung something in. Rustle, grope, search. Ah ha! The first 50 codes for US Gold's marvellous *Chip's Challenge*... Phew!

CHIP'S CHALLENGE CODES
The first 50 levels

1 BDHP
2 JXMJ
3 ECBQ
4 YMCJ
5 TQKB
6 WNLP
7 FXQO
8 NHAG
9 KCRE
10 VUWS
11 CNPE
12 WVHI
13 OCKS
14 BTDY
15 COZQ
16 SKKK
17 AJMG
18 HMJL
19 MRHR
20 KGFP
21 UGRW
22 WZIN
23 HUVE
24 UNIZ
25 PQGZ
26 YVYJ
27 IGGZ
28 UJDD
29 QGOL
30 BQZP
31 RYMS
32 PEFS
33 BQSN
34 NQFI
35 VDTM
36 NXIS
37 VQNK
38 BIFA
39 ICXY
40 YWFH
43 UJDP
44 TXHL
45 OVPZ
46 HDQJ
47 LXPP
48 JYSF
49 PPXI
50 QBDH

That worked so well we're going to print another 50 next month, then the final 50 the month after plus additional tips, ...See ya next month guys!

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REVIEWS AND REVIEWERS

Who are they? Where did they come from?

What on earth do they do? These are questions many have asked of the CF team. Madmen, the asylum and as little as humanly possible are the plain and simple answers.

How our reviews work...

The powermeter

We rate games out of 100%. We reckon any game over 50% is worth looking at. If a game gets over 90% then eat this people: It's a corker!

The Powermeter on the left of the final rating is divided into red and white areas. We say what bits we didn't like in the white area and we say what we thought was good about the game in the red area. Then we measure the rating from the point at which the white and red areas meet. Bosh!

Icons

FACE – The more heads you see, the more players can join in

T-SHIRT – A goalie's shirt means you can *save* your game position to tape or disk

KEYBOARD – You have to use the keyboard to play

JOYSTICK – You need to use a joystick to play the game if you see this anywhere

PAUSE – We put some of these in if the game has a paws mode (groan)

MOUNTAINS Peaks mean you can choose how difficult the game is

BLOCKS – You can gloat over your score in the high score table

OCTOPUS – This means the game is split up into bits which load in from tape or disk

CART GAME – We put one of these on if a game is GS compatible

CORKERS – If a game gets 90% or more, we say, "It's a corker!" And why not?

Freshly installed in their new office the team decided to visit the local park for creative inspiration. But this was to be no ordinary day out, for the heavens were in alignment, the spring equinox was moments away and, most disturbing of all, supernatural forces were at work. Uh oh...

STEVE

On approaching the obelisk in the park, the life drained from Stevie J. There he stood transfixed – nay, petrified – and unable to speak. Then a change came over him. He stared at the monument and uttered the sinister words, 'Elvira, I'm ready for you.' What did this mean? Either he liked the game *Elvira* or he got terribly confused and thought she was The Mistress Of The Park.

The Ed stands back as the strange power of the obelisk levitates Dyer. Blimey!

SEAN

Our Dep Ed didn't fare much better. When he drew near to the stone column his eyes popped maniacally out of his head, his lips pursed forward in 'kiss me quick' sort of a fashion and the muscles in his neck ceased to function causing his head to flop awkwardly to one side. He remained in this position for twelve days, after which he swanned back into the office as if nothing had happened. 'What did you like this month Sean?' we cried. 'Duck-billed platypi cannot digest plastic,' he told us with a knowing wink. This confirmed our suspicions... He had been completely unaffected by his strange experience.

ANDY

As Andy approached the skyward thrusting pillar, the gravitational pull of the Earth no longer had any effect. Andy floated gently upwards into the clouds and was gone. The team later found him on the roof of the *CF* office. When asked about his weird experience and further of the games he liked this month, his eyes glazed over and he whispered, 'The Mistress has many talents but over-dressing isn't one of them.' Goodness.

KATI

Watching the strange behaviour of her fellow reviewers with keen interest, the Hamza woman seemed unaffected by this unexplained phenomenon. Then suddenly she clutched herself around the midriff, buckled over and fell to the ground, moaning. Recovering slightly, the poor girl managed to scramble to her knees and stumble away, cowering from the towering obelisk and murmuring something about the mystical reviving powers of a local watering hole. As you can guess, she was later found propping up the bar in the local hostelry bombed out of her tiny skull on Perrier and caffeine-free diet Coca Cola. Hmm, shome mystic, shurely.

GORDON

Our resident brick privy strode defiantly towards the obelisk. But then, the pillar began to glow. The translucent light formed into a large sphere and, oh so slowly, drifted towards Gordo. Mr Houghton held two fingers aloft and shouted, 'BOG OFF!' Strangely enough the glowing sphere promptly did just that. What unearthly forces were at work? We will never know but hurrah for Houghton anyway.

Sean listens to the obelisk sing a Kylie song but Kati and Gordo are hypnotised

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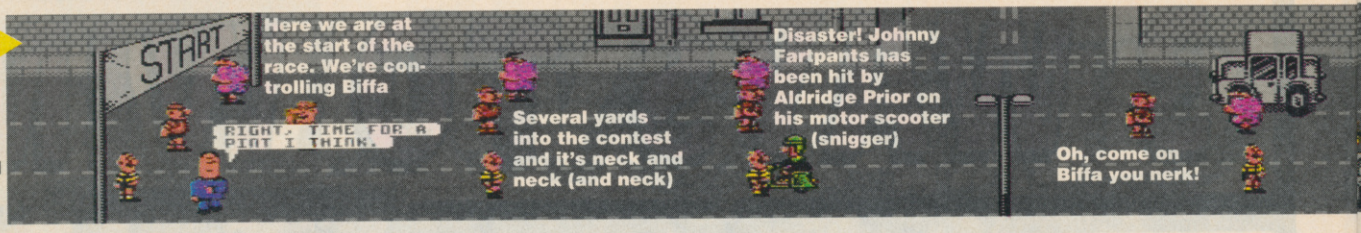
Viz – the second level (well, a bit of it anyway) with lots of screens all joined together

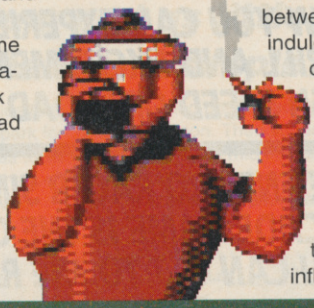


Time to choose your character. It really depends on whether you want to bounce, pump or fight your way through the race...

VIZ THE

Right, before we start, I have to tell you that this game is only for sale to adults and very tall kids. So if you're under 18 (or a midget) you'd better not read this review. You can't buy the game anyway.

Virgin's game of the comic (coded by Probe) stars those infamous characters, Johnny Fartpants, Buster Gonad and Biffa Bacon in a race through Fulchester. At the start of the game you get to choose your representative for the race, who you're stuck with until you get bored and re-load the game. This three-horse race takes place across five stages. Starting in the country, it moves into the town, through a building site, across the beach and ending up at the Disco.



Before the race starts and in between stages, your character indulges in some odd pastimes in order to earn tokens – more on these later. There are two bonus stages for each character, which alternate throughout the game. For instance, Johnny uses his prowess with bottom burps to inflate balloons (the more inflated, the more tokens); and

Now there's a bonus!

In between the racey stages, there are bonus rounds where your character gets the chance to earn tokens. These are then swapped for special powers in the races themselves. Biffa goes into a lager frenzy, killing everything in his path; Johnny uses an almighty guff to propel himself over hazards; and Buster bounces along using plum power. Well, at least it's different...

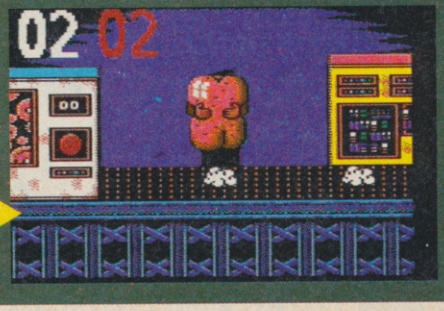
Biffa Bonus 1 – Biffa is charged with the task of drinking huge amounts of beer – a doddle for our Biff'. All you have to do is waggle the joystick furiously to down the amber nectar. Then the next pint slides along the bar automatically

Biffa Bonus 2 – Outside, some unseen enemy is hurling bricks at Mr Bacon Jr. You have to push the joystick up, across and down to fend off high, middle and low bricks. Miss one and Biffa gets socked – as has happened here...

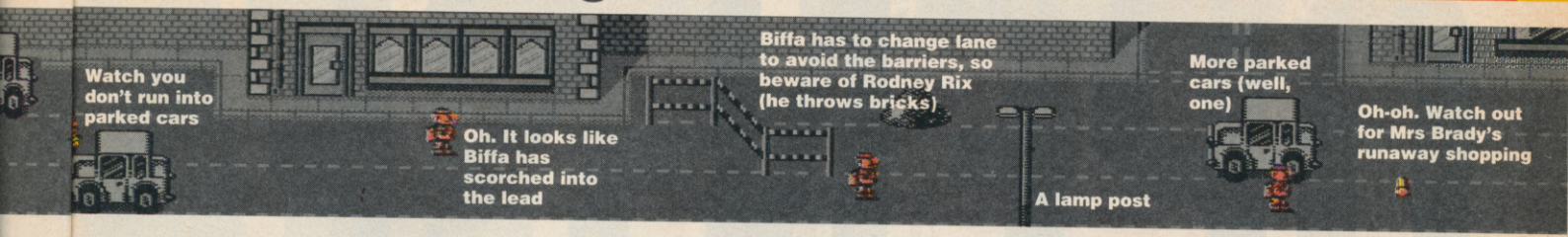
Johnny Bonus 1 – The lad with guff power has to blow up balloons to earn himself a few tokens. More joystick waggling to release chuffs and inflate the balloons. And don't let them go bang otherwise your token does too...

Johnny Bonus 2 – More anal antics as Johnny attempts to propel himself upwards using only the power of his pumps. Again, more frantic stick waggling increases Fartpants' altitude. The higher he goes, the more tokens he gets

Buster Bonus 1 – Similar to Mr Fartpants, Buster Gonad uses the amazing elastic properties of his plums to get himself upwardly mobile. Waggle that stick to gain more height. And what does height make? Tokens!



Buster Bonus 2 – Mr Gonad employs his weighty appendages to flatten dough into pancake shapes. There's a prize on offer to anyone who can guess which control method this uses. (Hint: it involves the joystick and an aching arm)



E GAME

Shaky struts his particularly un-funky stuff while Biffa falls foul of Rodney Rix' bricks. (We couldn't get past this point since a bug prevented Biffa from leaving his lane. Odd, huh?)

to levitate himself as high as possible (the higher he goes, the greater the token reward). These tokens are stored up and swapped for a special power during the race. By holding the fire button down for a second, the three characters can utilise a special power. Biffa thinks someone's spilled his pint and goes into a lager frenzy; Johnny uses guff power to propel himself along and Buster speeds up by bouncing along on his enormous... er... plums. Ahem.

Once Roger Mellie has introduced the contestants, Roger Irrelevant wanders on, and with a wave of his fish, they're off!

To move your character just push right on the joystick and he trundles along. Steer Biffa, Johnny or Buster around obstacles by pushing up or down, but be careful: moving out of lane incurs the wrath of Rodney Rix, who lobs bricks at your character.

Falling down holes, bumping into obstacles, getting pooed on by Bertie Blunt's parrott, being beaten up by The Parkie, tripping over Mrs Brady's shopping or getting run over by Aldridge Prior's motor scooter all prove harmful to your contestant. Every hit sends them flying, whereupon the dazed characters sit on the ground, wasting precious seconds before rejoining the race. Worse still, they gain a 'shame' token; three tokens and you're out of the race.

Viz's visuals are brilliant. The inhabitants of Fulchester are wonderfully drawn and animated, and the bonus sections are gorgeous.

All this is accompanied by a number of funny sound effects and some very jolly tunes. Gameplay is a bit dull, with the only variety coming in the different characters and the bonus rounds – and even these grow dull quickly. Worst of all, the game is utterly crippled by the worst multiload I've seen in ages. You load in the character select screen and choose who you want to be. Then you load the first bonus game (these are on a second tape). Play the bonus round, then load in the first race. If you don't qualify for the second race (which you probably won't), you get to run in it again – once you've done the other bonus round. So you load in the flip side of tape 2, play the second bonus round and then rewind the main tape to load in the first race again. And so on. No way can I recommend tape users to buy *Viz* – the multiload renders it unplayable and the action isn't exciting enough to warrant the wait. Like it says in the intro, "Who'd have thought that eleven years later, at the end of of a decade of phenomenal success, Viz would end up trying to flog a mediocre computer game in a desperate bid to make a few bob." Bang on, guys.

The game is utterly crippled by the worst multiload I've seen in ages

STEVE

Game	Viz The Game
Publisher	Virgin
Cassette	£9.99
Disk	£14.99

POWER RATING

THE DOWNERS...

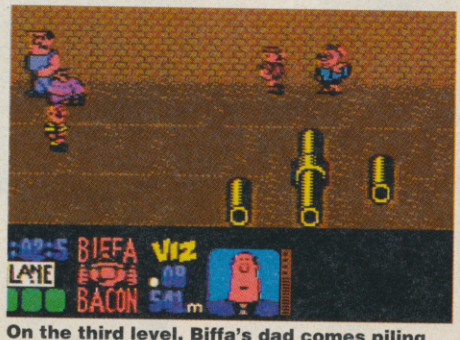
- Horrible multiload cripples what little entertainment value there is
- Gameplay is tame: it only takes a few goes to drain all the enjoyment
- Humour is limited to shock-value swearing in speech bubbles
- Unfair speed advantage allows opposition to win from behind

...AND THE UPPERS

- Detail and animation on all the Viz characters is great
- Neat sound effects are well suited to the gameplay
- All six bonus levels are beautifully presented
- Bouncy soundtracks are pleasing on the ears (for a bit)
- The five race stages are long and arduous
- Neat presentation overall

100 — 58% — 0

Watch out! In the mistaken belief that someone, somewhere has spilled his pint, Biffa goes into a berserker-style lager frenzy!



On the third level, Biffa's dad comes piling through. It's smart to get out of his way unless you want a severe pummelling

You'll never read a bigger load of crap than in COMMODORE FORMAT 8, May 1991

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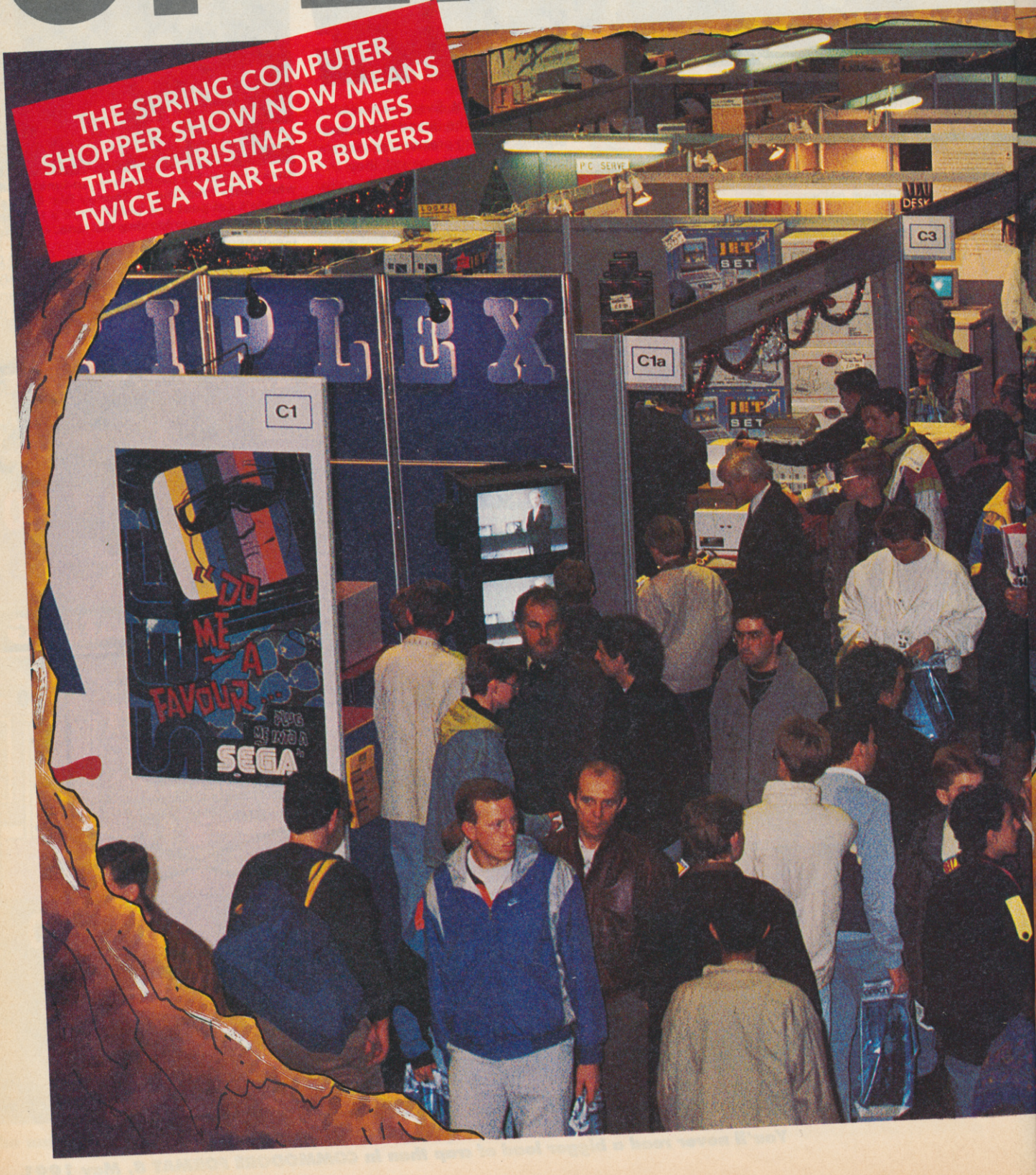

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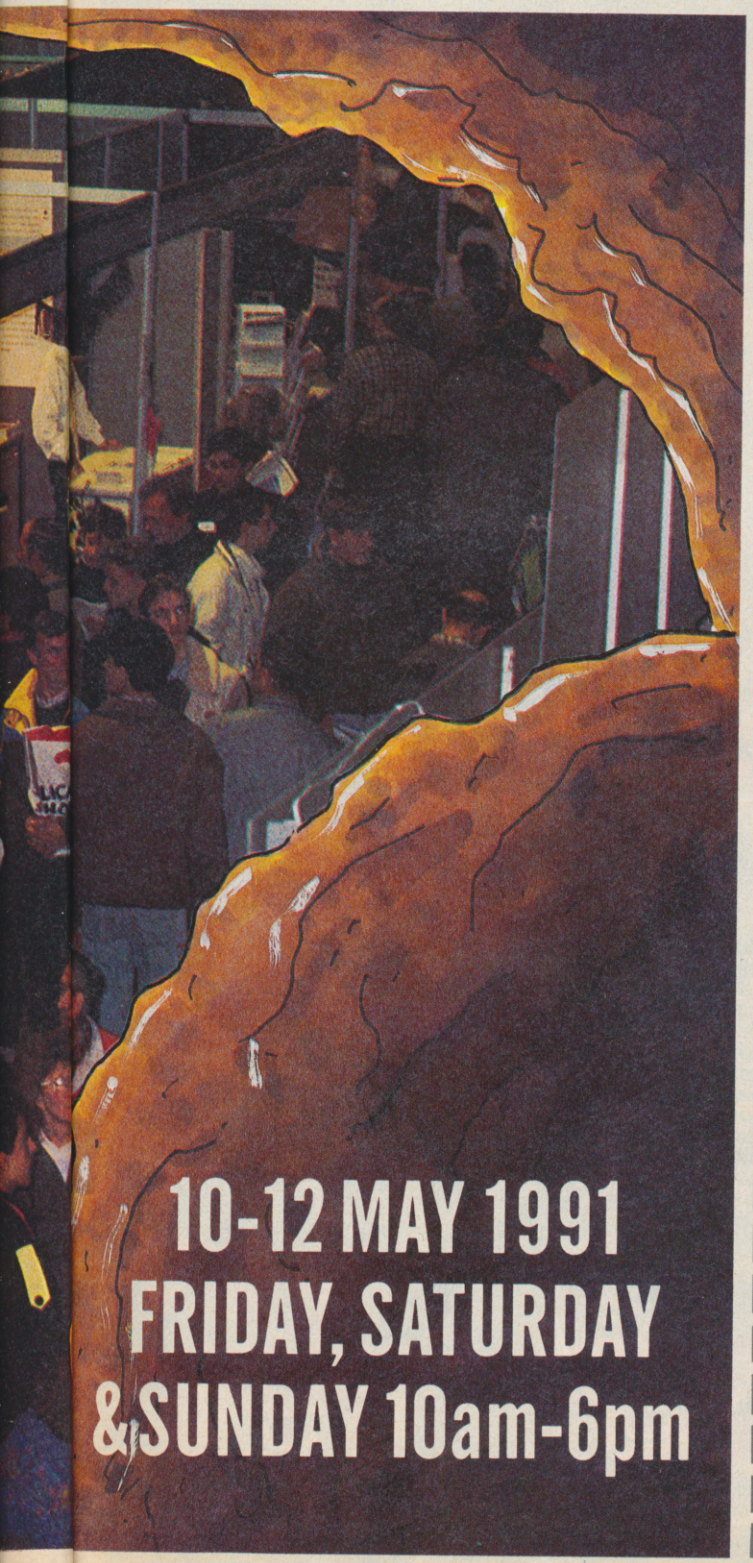

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ELVIRA – MISTRESS OF THE DARK

Be honest. Have you ever seen maggots in somebody's mouth? Well in that case you've yet to see *Elvira – Mistress of the Dark*, a fantasy role playing game in which you help the first lady of heavy metal escape the clutches of her great great grandmother, Emelda.

Emelda is something of an old bat – or an ancient vampire – depending on how you look at it. She keeps her good looks by drinking blood. She's not fussy about the type, so long as it's someone else's.

Not only that, but she keeps those good looks well defended. Her pad is discreetly situated beneath a warren of chilling catacombs, below a network of dungeons. The dungeons of course have been built beneath a keep and the keep is surrounded by a castle, replete with fully functional moat, guards, the odd maze, a little lycanthropy and about 280lbs worth of perfectly good reason for going and staying on a hunger strike, called the cook.

Right. Now you know where Emelda is, you can nip over there and stamp out the vamp (*or is that stake out? – Ed*). The aim of the game is to solve a set of puzzles that reward you with the things you need to destroy Emelda. The puzzles involve exploring the castle and encountering its inhabitants through the game's unconventional but easy-to-use joystick driven interface.

One aspect of the game which you must investigate is magic. Spells have to be prepared from the right ingredients. Elvira has her pestle and mortar ready in the kitchen and helps you prepare your spells. However, Elvira is scared off near the start of the game by the mad cook. You have to find a way of getting rid of the culinary crackpot before you and Elvira have a hope of getting your act together in the chemistry department.

As you wander around the castle, your new surroundings are updated in the central window, mostly as static screens, though there are some very sophisticated animated sequences. Most of the graphics update quickly in response to your moves in spite of frequent disk access (the game covers five sides of three disks) but it is the nature of games like this to be slow to unfold. It either doesn't bother you or it drives you raving mad.

A disk access loads in all the parameters for a location, so the more you have to do in one place or the more that can happen to you in a given spot, the longer you have to wait for the disk to cough up the code. People who demand instant gratification from their games will take a lot of convincing that *Elvira* is worth playing for this reason. To each their own but they could be missing out on a large slice of fun.

Those who accept that the game progresses at its own pace will be treated to the gratification that comes from solving some very difficult puzzles and those clever and atmospheric animation sequences I mentioned earlier. These spice up the action no end and are triggered by key conditions – most will catch you unaware, adding to the shock factor.

Unless you've got a brain the size of a planet, and then some, you're going to find the puzzles in *Elvira* very difficult to solve. If you've never played a roleplaying adventure before, *Elvira* could have you interfacing your 64 with a sledgehammer.

This game is Hard. You very often have to make the things you need to complete a task – and you have to guess what it is you need to start with, what you can make with it, how you're going to make it and what you're going to do with it when you've made it. Phew! On second thoughts, this game is Very Hard.

Even hardened adventurers will find weeks passing before they even come close to dealing

The lady herself ready to mix the ingredients of any magic spell you care to mention. Time to see what's cooking elsewhere

Animated sequences aren't included just as gimmicks. The eagle dives at your eyes (above) when you fall foul of its trainer. The guard (right) hacks at you during combat. You can hear swords glancing and timing your blows by the position of the guard's arm is crucial to beating him

In a sequence guaranteed to put you off horses for life, a stable hand changes into a werewolf. By the time you see the transformation, you're as good as dead. Only crossbow bolts tipped in holy silver can kill the beast. Of course, you have to make these yourself

More bite bytes on their way

Work has already started on *Elvira 2* at Flair's Newcastle headquarters. *Elvira 2* is a direct descendant of this game and has nothing to do with Microvalue's forthcoming *Elvira* arcade game (except that it features Elvira).

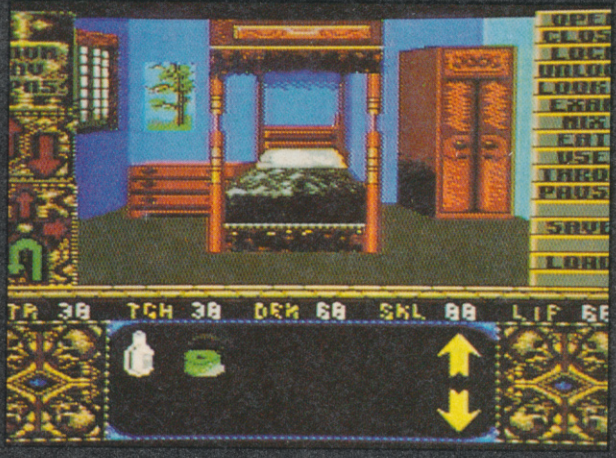
How the story continues isn't clear but Elvira's next adventure takes place in Hollywood, amid eerie film sets and the surrounding Californian desert. You're accompanied on your new adventure by an ancient native American who can enlist the help of spirits. It's nice to know you'll be getting help but it's disconcerting to hear that the old man glows when he goes into action.

death to Emelda. In fact *Elvira* has more in common with old adventure games than more modern roleplaying games as far as puzzles go. But that hasn't done it any harm.

An uncommon amount of work and intelligence have gone into the game, with the aim of making it give you the best run for your money. That it does too, but at a price. For one, the player has to try everything he can think of to discover the game's secrets.

This kind of challenge doesn't appeal to everybody. But some people love this sort of complex puzzle game and will spend weeks practically living it. For them, *Elvira* will be one of their toughest challenges.

SEAN



Yo, ho, ho! A bedroom at last. For some reason, Elvira doesn't show up in this bit. The secrets kept by the keep's bedrooms are worth close investigation but you have to keep your eyes peeled. It would be unfortunate were you to accidentally wake something... something that drinks warm, fresh blood...

Game	Elvira
Publisher	Flair
Cassette	not available
Disk	£24.99

POWER RATING

THE DOWNERS...

- Too hard to recommend for beginners
- Inevitably slow and disk only

...AND THE UPPERS

- Easy to use interface. Once you've mastered it, you can do things very quickly
- Really well worked out puzzles for you to figure out
- Excellent graphics ported over from an Atari ST
- Cinematic animation sequences
- A massive game to explore Highly original plot
- Efficient programming keeps disk access down to a minimum
- Grisly sense of humour – should appeal to macabre horror fans everywhere

100 — 84% — 0

Vamp vanquishing – a quick guide

Actions are carried out via a joystick which simply works in a point-and-click manner. You search a room, for example, by moving the cursor over the display of the room and pressing the fire button over the objects you wish to examine. It couldn't be easier to use. The game beeps and highlights any applicable menu functions if you find anything. In conjunction with the menu, you can even look inside objects that might contain other items, place objects inside other objects, remove them again and so on. Screens are updated as you take objects from them. Knowing what to take and what to do with the item is another matter altogether.

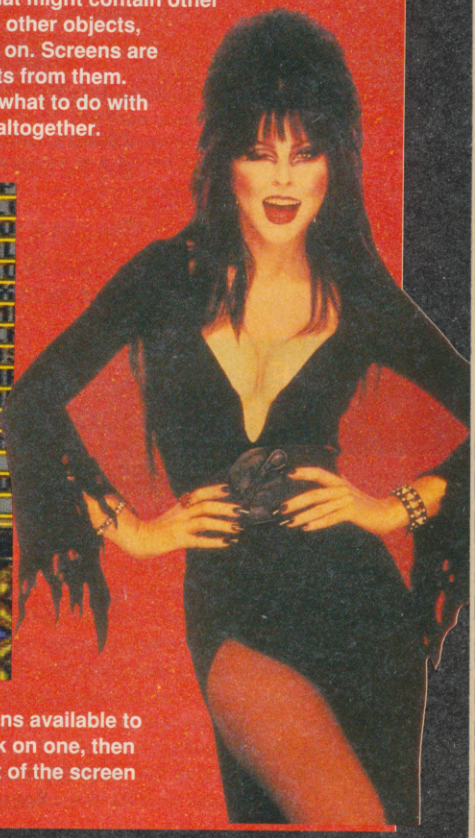
This panel displays the directions of all the available exits from any given point. You only ever move forward. Other arrows point you in that direction.

Through this central viewing window, you watch as the adventure unfolds before your character's eyes.

Your characteristics provide you with a rough idea of the health and fitness of your character.

This dual-purpose window displays all the objects in your inventory. The window's secondary function is to convey text messages to your character.

This is the menu of actions available to your character. Just click on one, then click on an object or part of the screen and see what happens.



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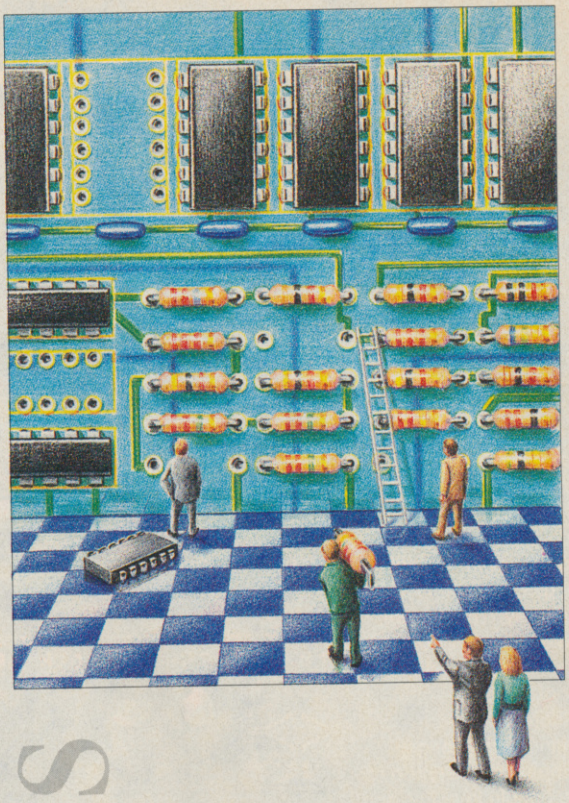

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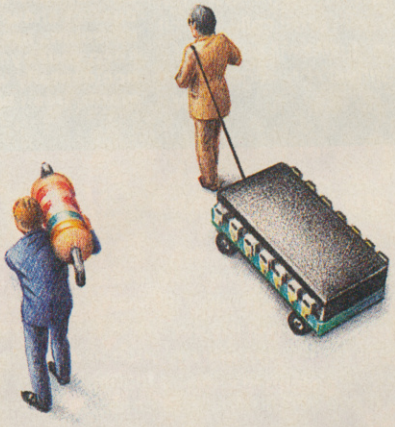

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ROGER FRAMES buys Budjit Games

Being a great TV star doesn't mean you can be a great game star. In my opinion, Huxley here better not give up his day job

What another disastrous month! If, like me, you take an avid interest in the Budget you'll no doubt be flabbergasted by the increase in VAT. 17.5%!? It's an outrage! Naturally the extra expenditure on games has to come from somewhere, so I decided to take myself and my dog, Debit, off to the high street for a money-making venture. Spare a copper guv? Uh-oh, talking of Coppers...

HUXLEY PIG

Alternative £2.99

Am I out of touch or what? I've never even heard of Huxley Pig yet here I find a game based on the porcine TV personality.

From the shots of his show on the packaging it's apparent that this porker is a youngster's favourite so I was expecting toddler fodder. However, Alternative have managed to get it completely wrong. *HP* is a very simplistic and unexciting platform game. And, sadly, so incredibly difficult that you're destined to switch of your C64 in a fit of rage.

It's a bit of a shame really because after level one there are three extra sub-games to get your snout into. These are based on plots from the TV programme, namely Huxley the pilot, Huxley the sailor, Huxley the chef and Huxley the Sunday lunch (*I'm not sure about that last one – Ed*). But the person that stays interested long enough to reach these is a better man than I.

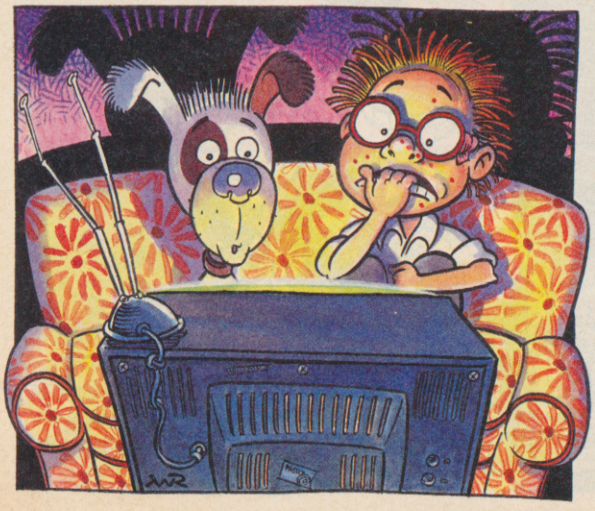
FRAME RATE...
Could have been a kiddies' favourite like the TV prog' but it's too difficult. It's possible to die only seconds after starting. Don't bother.
HUXLEY PIG **40%**

RAMBO III

The Hit Squad £2.99

Take the role of John Rambo again and tuck in (*er, that would be 'roll', Roger – Ed*). Level one of this tromp around 'n' shoot 'em up is a viewed-from-above maze where you must shoot opponents, collect objects, solve simple puzzles and save Colonel Trautman from his Afghanistan captors. Level two is the escape from the fort and the journey overland through enemy territory. Prime the bombs to blow up the fort then make your escape by helicopter. The third and final level places you in command of a tank. Using an on-screen crosshair you must clear the screen of opposition as you trundle your way to freedom and victory.

Rambo III is a smart looking game, but might prove a little dull, even for the bandanna and rocket launcher brigade.



'Twas the government budget and all o'er the house, nothing was stirring... Oh, except Roger and his dog, Debit, who were absolutely wetting themselves about the 2.5% increase in VAT

Rambo's one-man war rolls on. There's a fresh supply of good graphics in *Rambo III* but the gameplay is a bit on the stale side...

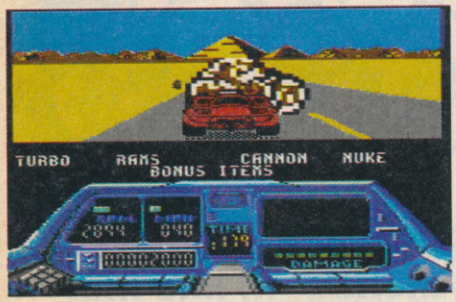
FRAME RATE
The graphics are fine and the game play bearable but there's nothing really interesting here. There are much better games of similar ilk..
RAMBO III **57%**

TECHNO COP

Kixx £3.99

Techno Cop? Work-shy fop, more like. What could be a more enjoyable job than cruising after dangerous criminals in your gleaming red sports car and blasting them to kingdom come? Not only that but at the end of each chase sequence you get to stroll through the baddies' headquarters taking joyful little pot-shots at anything that comes your way. When you've located the big bad guy himself all you need to do is kill him and the whole delightful process starts all over again. ➤

The graphics aren't brilliant but they do the job well enough with a smooth(ish) scrolling road and pleasing explosions. The game is also fairly simple to play but at the same time strangely entertaining, especially on the platformy bits. A full pricer made good by budget release.



Techno Cop's crime-busting activities sees him pursuing baddies on the road to Egypt. That cloud of dust is a demised road-user!

FRAME RATE

You won't exactly swoon over the technical brilliance of this cross between *Chase HQ2* and *Impossible Mission*, but it's sufficiently playable to justify spending the dosh on this neat little drive 'n' blast.

TECHNO COP 70%

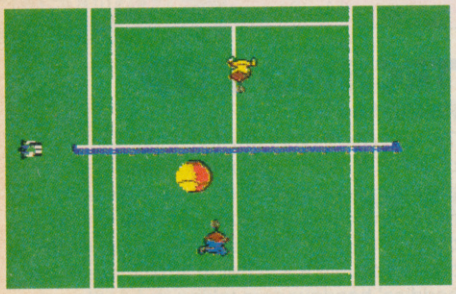
PASSING SHOT

Encore £2.99

Grab your bat (*raquet – Ed*) and your puck (*ball – Ed*) and get out on the pitch (*court, Roger, court. You're not exactly the most sporty chap on the planet are you? – Ed*). It's tennis season again, or at least it is on your 64. Encore has released previous full-pricer *Passing Shot* on budget and it's a goodie.

You get to play either singles or doubles on a variety of surfaces through four different tournaments. There are a number of difficulty levels from easy (excellent to practice on) to hard (perfect for making a nonce of yourself on). During a service the court is seen from behind your player but as soon as you've hit the ball it changes to a plan view with the ball looming large out of the screen when the ball is hit high. It's not the best of it's kind around but as a budget title it's fast, unfussy and fun.

New balls please. It would appear that this one is on it's way to Jupiter. Actually that's a lie, but a high volley is well hard to return



Penny for the guy? What guy? The guy in the tank top sporting the unbelievably wide grin. Well Roger old son, if you really must beg might we suggest you employ the help of a slightly less well-fed dog. That one looks like it's about to drop a litter of about 20!

FRAME RATE

Not bad as tennis games go. There are minor niggles, like the way you can't see your player when the ball's in your opponent's half, making positioning for the return shot tricky. That aside it's playable, looks good and is above all cheap... Damn, damn, damn.

PASSING SHOT 82%

POPEYE 2

Alternative £2.99

Okay so she's horribly skinny, and she's got a voice like fingernails on a blackboard, but Olive Oyl must have something going for her or else why would Popeye risk his neck trying to save her from the evil advances of Brutus? (*'Cos he's a complete berk? – Ed.*)

Popeye 2 is a platform game along very similar lines to those old classic Kong games. All you have to do is move upwards through the level, jumping the gaps, collecting the burgers (to get past Wimpy), eating spinach to increase your strength and ultimately giving Brutus a good slapping, thus saving Olive in the process. Then it's onto the next level for more of the same.

The graphics are large and suitably cartoony. It's also very playable. The only problem is that some of the hazards are totally unavoidable (like the exploding bombs) which can get a bit frustrating. Still, with large, well animated sprites, good sound and plenty of gameplay this more than lives up to its budget price tag.

Oyl in a day's work, Popeye risks pipe and limb at your command. This is a comical combo of colourful graphics and silly sound

FRAME RATE

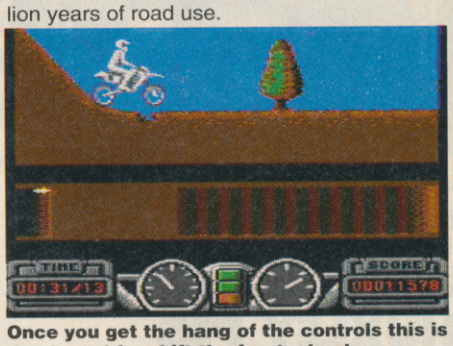
Big colourful visuals, a good soundtrack and plenty of playability makes *Popeye 2* an all round hoot.

POPEYE 2 77%

SUPER SCRAMBLE SIMULATOR

Kixx £3.99

How dreadful, a game that simulates motor cycle scrambling. If there was ever a waste of time and money it's pootling round on a machine, wasting petrol and trying to get over obstacles that you'd never encounter in a million years of road use.



Once you get the hang of the controls this is dead good fun. Lift the front wheel, bunny-hop the back wheel then hit the tree

There are 15 tracks to be completed against the clock, split into five sets of three. You can change up and down gears on your bike as well as performing front and rear wheel wheelies. Using these moves you must traverse hills, crevices, rocks, stepping stones, even cars. It's more of a trial bike sim' than a scramble one but there you go.

Track number one is a doddle but after that it gets incredibly difficult to gauge the correct speed to approach an obstacle. After the umpteenth 'You went to fast and fell off' message, things can get a bit frustrating.

For the 'hard' gamer there's enough playability and polish here to make you glad you spend those few pounds. Mind you, if you're really keen on a Scramble dirt-bike ➤

game try tracking down *Kik Start* or *Kik Start 2* on the Mastertronic budget label, you might be glad you did!

FRAME RATE...
Not for the faint hearted. The graphics are big and well defined and the different courses provide huge variety. I suspect it's just too flippin' hard for the majority of gamesters, though.

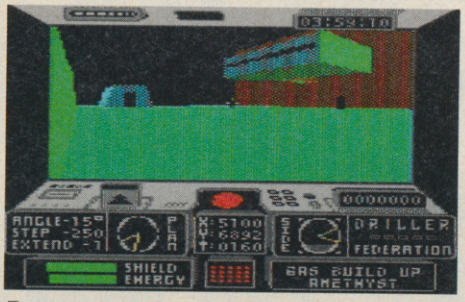
SUPER SCRAMBLE SIMULATOR 78%

DRILLER

The Hit Squad £2.99

Driller was the first game to feature the Freescape system of creating solid 3D game environments. Here, one of the moons orbiting the planet Evath is rapidly filling with gas which will soon cause it to explode. When it does, Evath will be thrown out of orbit killing its population. You must explore the moon's 18 sectors to find the gas centres, and set up drilling rigs to release the dangerous gas.

The 3D runs horribly slowly, but if you can live with this problem (and you do get used to it) there's a wealth of excellent features and stunning visuals to get to grips with.



Er, go over to that shed thing. Then um, try that door. Or, ah, perhaps that platform might... Oh buy it and sort it out yourself

FRAME RATE
These Freescape games are not everyone's cup of tea but as my Mother Edith says, 'One man's meat is another man's two-veg...' or something like that. It's slow but then still waters run deep and there's certainly enough depth here to turn you into a scuba diver.

DRILLER 85%

THE REAL GHOSTBUSTERS

The Hit Squad £2.99

The game of the cartoon has finally filtered through to the budget market and is, all told, not bad. The play area is viewed from above at a sort of skewed 45 degree angle. You can either play alone or simultaneously with a friend and must guide your 'buster' around the scrolling screen, capturing ghosts. You do this by first shooting them. Then when they turn into grey shadows of their former selves keep the fire button pressed to pull them in on your tractor beam.

There are various hazards around to be negotiated and an extra large end-of-level spook to despatch. At the end of each level it's of to the spectre store to deposit your captives thus gaining bonus points. Other than 'three quid's worth of harmless fun' there's not a lot more to say.

Yoips! Watch where you're putting that ion stream. Rip-roaring simultaneous two-player action in *The Real Ghostbusters*

FRAME RATE
The graphics are messy in places but work fairly well overall. Sound is good and as for playability, there's plenty for the solo player and loads for a team of two. Worth a look.

THE REAL GHOST-BUSTERS 72%

Having learnt nothing from his last spell in the clink, young Rog' once again suffers the sharp end of Constable Flange's boot. Bail has been set at £300 so what we want to know is, should we pay it? Answers to the usual address. If enough of you say 'no' our pennywise pal stays firmly in pokey. Hurrah

Welcome to the annual Morris Dancing Championship finals featuring Maurice 'the mincer' Cummings and Horace 'bellbottoms' Bentley

GREAT GURIANOS

Encore £2.99

My word! Good Lord! Great Gurianos! In this Taito coin–op conversion it is you who play the strangely named Great Gurianos. Armed with a razor-sharp sword and topping carbon –chrome shield you must stroll across the scrolly levels avoiding flying weaponry and doing battle with great warriors.

Using joystick and function keys you can raise and lower both your shield and sword. When fireballs, bricks and suchlike fly towards you, fend them off with your shield. At the end of each stage a warrior not unlike yourself appears who you must kill, employing your sword to attack and using your shield to block his swipes.

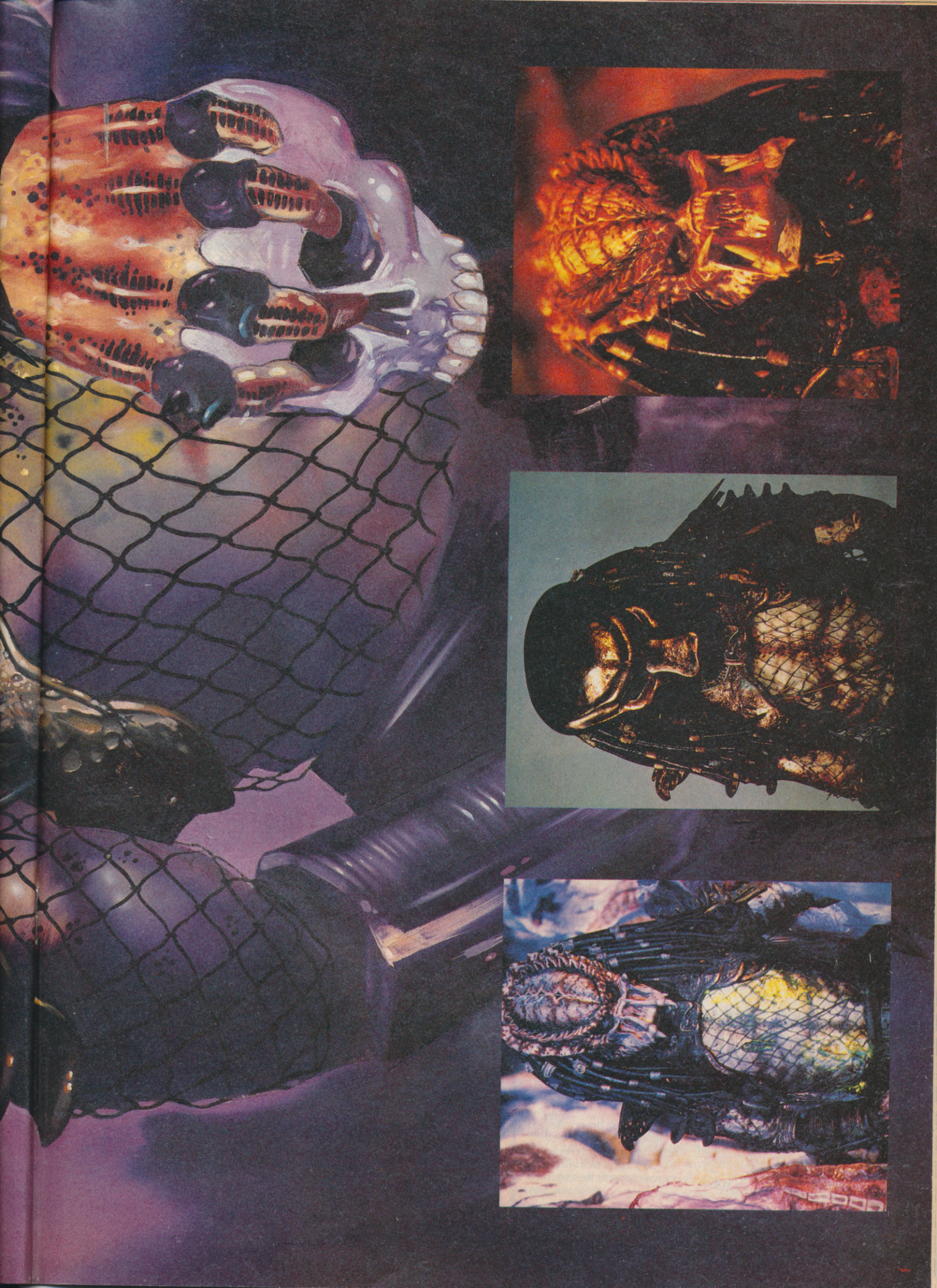
The spites are huge and the sound forgettable but there's enough playability in this simplistic reaction tester to make it worth your while.

FRAME RATE
Monstrous great sprites and varied backdrops are visually pleasing. Gameplay though is dead simple so if you're a bit of a boffin think twice.

GREAT GURIANOS 58%

Roger is innocent, in COMMODORE FORMAT 8, May 1991

Commodore FORMAT
KILLER ON THE LOOSE ● PREDATOR 2



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When Little Lucy is stolen by the terrible ACHACHA her two friends BIN and PIN really get angry! When they land a punch KERPOW! No one stands up.

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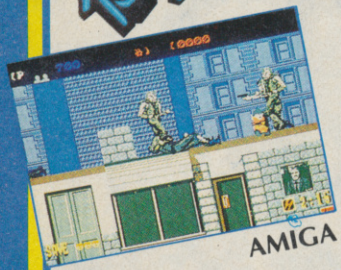

AMIGA

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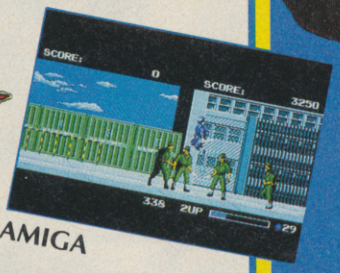
THE NINJA WARRIORS



AMIGA

You are MULK, pal ... and as THE totally wicked revolutionary your gonna build 2 assassination machines — The Ninja Warriors — and attempt to chill out the evil master-greek, BANGLER.

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双龍 DOUBLE DRAGON II The Revenge

AMIGA

The Double Dragons, Billy and Jimmy, seek to avenge the death of Marian — and might even be able to bring her back to life if they can only penetrate the secret lair of the Shadow Boss.

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COMMODORE FORMAT A TO Z OF CLASSIC GAMES

Back in the days when men were men and women were trees with rubber arms, many of the following classics were tickling the joysticks of C64 gamers worldwide. This month's instalment offers you the chance to share that tickling sensation in some small measure, as* Gordon Houghton *minds his Ps and Qs. R, he does that too

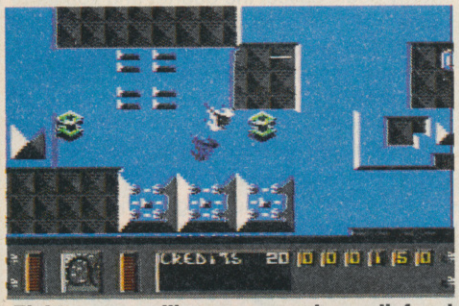
ARALLAX

OCEAN

Released: October 1986

Availability: The Hit Squad, £2.99

This was Sensible Software's first full-priced game. As you'd expect, it's got a silly soundtrack and some very weird gameplay elements: you have to escape from five levels of an alien world about to destroy the Earth. This involves gaining access codes from



Eight way scrolling, gorgeous bas-relief and a plot as silly as Andy Dyer's haircut made *Parallax* an all time classic

computers in each world. To gain these magic codes you need cards from scientists, but you also need an extra scientist to enter the code in the computer. The scientist won't cooperate unless you drug him... Confused? It's not as complicated as it sounds: *Parallax* is basically an eight-way scrolling shoot 'em up with some wickedly designed traps and excruciatingly tight manoeuvres. A must for all blast fans.

PARK PATROL

ACTIVISION

Released: April 1984 (in America)

Availability: Deleted, but was available on the Firebird budget label, and on the* 20 Chart Busters *compilation

People are a parkie's nightmare: they drop litter everywhere, and it's more than his job's

Play a Wombling parkie in this old Activision scroll along and tidy 'em up. Pick up litter, avoid snakes and rescue drowning swimmers

worth to leave a scrap of refuse lying about. If this was the only problem, life would be easy – but the park also contains mutant snakes and turtles, and people who jump into the lake only to discover they can't swim. Fabulous graphics, a fantastic options screen, great tunes and five funky levels of arcade-quality gameplay mean addiction from start to finish. They don't make 'em like they used to (sniff).

PITSTOP II

EPYX/US GOLD

Released: June 1985

Availability: Kixx, £2.99 and was also on the* Epyx Epics *compilation

Five years old and there is still no better two-player race game than this. Its beauty lies in simplicity: basic joystick controls for accelerating and braking (no gears to mess about with), a variable number of laps (from three to nine) and a selection of world circuits to race on. If you drive badly or collide with other cars, your tyres suffer, until eventually you're forced into the pits for a tyre-change. The 3D is very fast and smooth, the cars nicely drawn and the sound effects spot-on. Say 'vroom' as you buy it, and your pleasure will be enhanced no end.

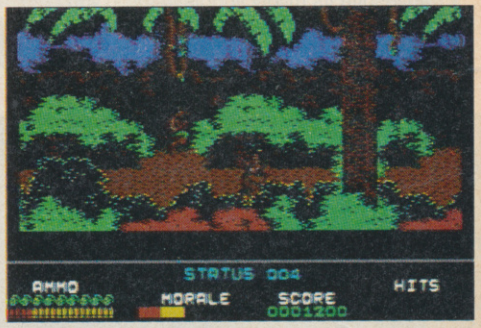
PLATOON

OCEAN

Released: February 1988

Availability: The Hit Squad, £2.99

One of the best film tie-ins to date, *Platoon* is also one of the few which actually takes much of its design from the film plot. This breaks down into four basic games: a section of maze-like jungle pathways dotted with Viet Cong which eventually leads to a village, an underground 3D scrolling tunnel section, an *Operation Wolf*-style shoot 'em up and,



The first casualty of film tie-ins is the game... usually. Ocean broke tradition with this one though to give us a thoroughly splendid blast

finally, an escape back through the jungle. The atmosphere is superb because nothing is over-the-top or sensationalist: just superb graphics and four different soundtracks.

The original (full-priced) game even came with a poster and an audio tape of Smoky Robinson's 'Tracks Of My Tears'! Even now, the budget price makes this a game you must add to your collection.

POWERPLAY

ARCANA

Released: October 1986

Availability: Deleted, but was re-released on the Players budget label

A rash of *Trivial Pursuit*-style games three years ago produced this little gem. Loosely based on mythical characters (from gods to minotaurs), it plays a bit like draughts. However, to capture a square occupied by an opponent you have to answer a multiple choice question correctly – only when all enemies are removed can you claim victory. ➤

Featuring crazy animation and loads of questions, it was best played with more than one player. A very strange game indeed, with a lovely twist to keep your attention. Triv' buffs will love it.

PROJECT STEALTH FIGHTER

MICROPROSE

Released: March 1988

Availability: Microprose £14.95 cass, £19.95 disk

The Lockheed F-19 represents state-of-the-art flight technology. It has been designed to give the lowest possible radar profile whilst being capable of high-speed, low-level flight. This simulation features it in four scenarios (the Gulf, Libya, Central Europe and the North Cape), each with a wide variety of ground strike and air-to-air missions. The depth is incredible: with over 20 weapons and anti-weapons systems, an equally high number of enemy fighters and ground-based weapons and superbly realistic terrain, its realism is beyond doubt. Realism isn't always what games players want (take *Snowstrike* for example) but flying this bird is an acquired skill you'll be proud of.

Despite its mildly jingoistic tone, you won't find a better flight simulator than this. Check it out and earn yourself a pair of 21st century pilot's wings.

If sophisticated flight sims sound appealing, they don't come much more sophisticated than *Project Stealth Fighter*. Feast your eyes on this wonderful display

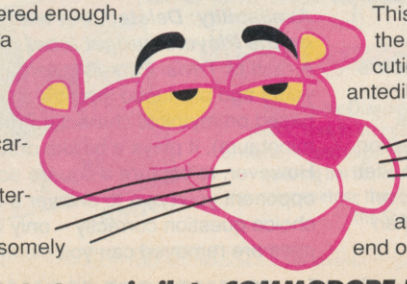
PINK PANTHER

GREMLIN

Released: November 1988

Availability: Deleted

Pink is skint, so he's decided to become a butler. Not being an honest rinky-dink panther, he decides to lift any valuables he comes across when the owner is asleep: if he's light-fingered enough, he can afford a holiday in the sun. It would be hard to find a worse cartoon licence than this: the terrible control method, gruesomely coloured backdrops, boring gameplay and blackboard-scraping music are weighted against the game's good point – a pink cassette shell. Otherwise, it's as plain as your nose: this pink stinks.



QUEDEX

THALAMUS

Released: November 1987

Availability: Kixx, £2.99 and on* Thalamus' The Hits *compilation (with* Delta, Sanxion, Hunter's Moon, Hawkeye *and* Armalyte*), £14.99 cass, £17.99 disk

Programmed by Stavros Fasoulas (who also wrote *Delta*), *Quedex* has had many a joystick juggler chucking his television through the window. It features ten levels of frustration as Stavros takes you through all eight directions plus the fire button in an attempt to solve puzzles, escape from invisible mazes, avoid acid pools and leap from one precarious platform to another. Oh – and there's a time limit as well. If you manage to get hold of a copy, addiction awaits.

RACING DESTRUCTION SET

ARIOLASOFT

Released: October 1985

Availability: Deleted

Still one of the most enjoyable racers around, *RDS* was really two games in one. First there were 50 split-screen two-player tracks to choose from (on disk): 19 based on courses from around the world and 31 originals. If you got bored with these, you could then make use of the second part of the program – building your own track. This gave you extensive control over the design, with several kinds of slope, ice, dirt, gravity effects, chicanes, jumps and loads of different vehicles – and it was all very easy to put together (if a tad slow at times). Scalextric aficionados everywhere loved it – and if you can find a copy knocking around, you will too.

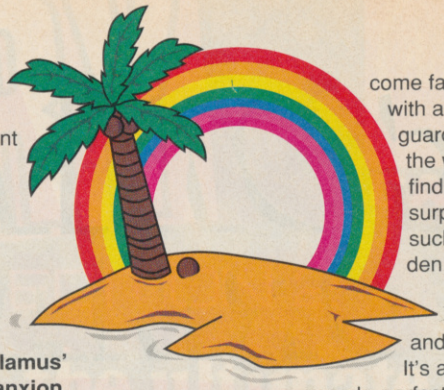
RAINBOW ISLANDS

OCEAN

Released: April 1990

Availability: Ocean, £9.95, £14.95

This little gem is based on the coin-op of the same name. Featuring those squat cuties Bub and Bob (now human after their antediluvian adventure in *Bubble Bobble*), it's a platform game set in seven 'rainbow' islands, each with a theme such as toys, monsters, insects and dragons. Your aim is to reach the end of each by scaling platforms until you come face-to-face with a giant guardian. Along the way you find bags of surprises, such as hidden goodies, magic objects and monsters. It's a near arcade-perfect conversion, with loads of colour, all the coin-op's secret rooms, and end-of-world baddies.



RED LED

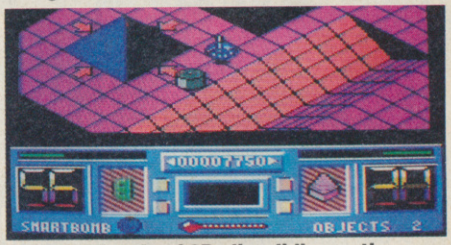
STARLIGHT

Released: October 1987

Availability: Deleted

There are only a couple of brilliant *Marble Madness*-style games: *Spindizzy* is one, and this is the other. It consists of five levels, each with 37 inter-connected isometric 3D landscapes. Each landscape contains four energy pods: collect the quartet and you can access the next stage. The task is filled with danger and puzzles.

You get to choose one of three droids to accomplish the mission. Each droid has unique capabilities, such as the ability to slide over acid lakes or hang onto slopes – but lives and time are limited. The 150 superbly designed levels are just icing on the cake.



Over 100 levels of 3D slip-sliding action meant immediate classic-dom for this technically superb *Spindizzy*/*Marble Madness* play-a-like. It's gone, but not forgotten

RESCUE ON FRACTALUS

LUCASFILM/ACTIVISION

Released: September 1985

Availability: Deleted, but appeared on Gremlin's* Star Games One *compilation

The first of Lucasfilm's trio of 3D fractal graphics arcade adventures, *Fractalus* plonks you squarely in a search and rescue situation. Your mothership has picked up distress signals from the barren planet Tepidi Vad Neroleil Rahcri (meaning 'world without chequered trousers'). It turns out that several stupid pilots have crash landed right in the middle of a gang of J'Haggari Kachatki – and the only thing worse than that is a night out with wild dogs.

You pilot the rescue ship on the planet surface, loosing missiles, putting up shields where necessary and picking up castaways before the Cyanitric acid atmosphere gets them. Great graphics and a nice twist of humour make this one to watch out for.

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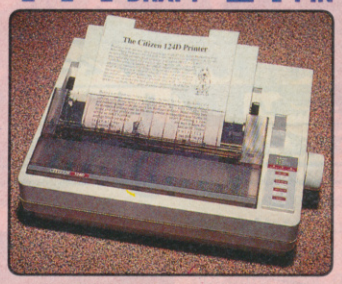

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- *Advanced Paper Parking*
- *FREE Starter Kit*
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- *Advanced Paper Parking*
- *FREE Starter Kit*
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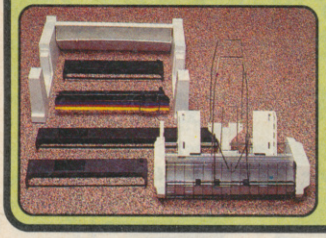

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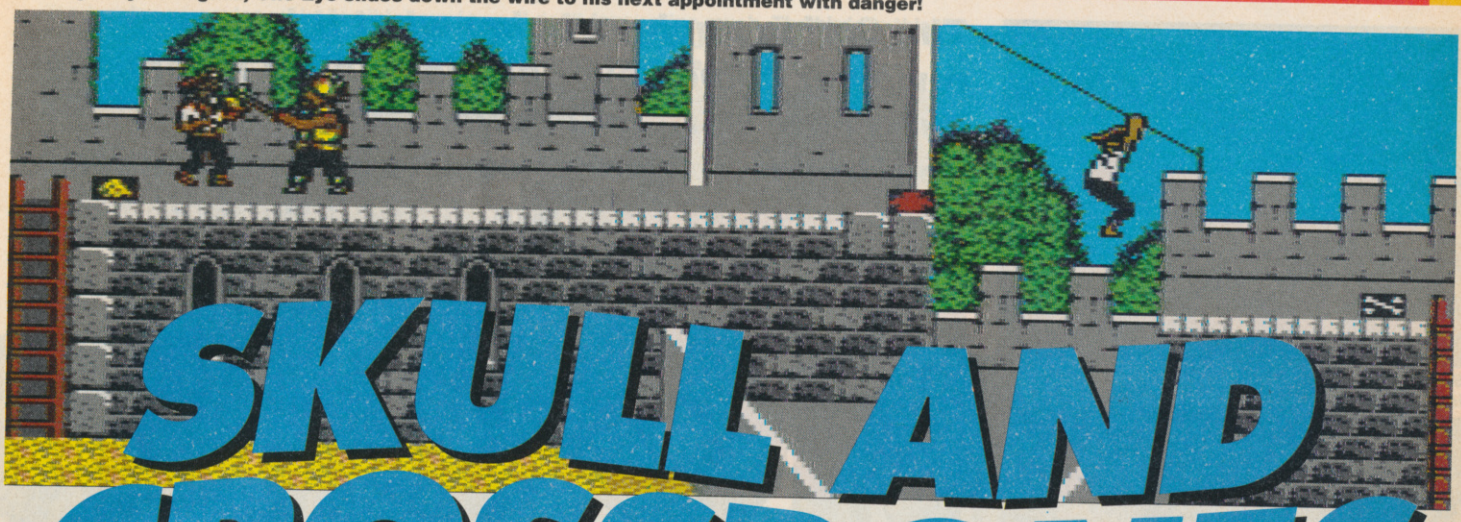
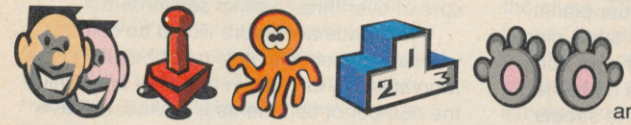
PIRACY IS THEFT

Here we've stuck two Spanish screens together for a panoramic view of the action. After battling fatty Rodriguez, One Eye slides down the wire to his next appointment with danger!



SKULL AND CROSSBONES



The first level is on board ship where old One Eye battles his own crew (well that's what it looks like). Here, an opposing sea-dog has just exploded. Er...?

Ahar me ship mates! Avast ye landlubbers! Pieces of eight 'n' Spanish Dubloons! We set sail tonight for a tropical island and on the way we shall drink large flagons of the finest ale, talk in a gruff and ludicrous manner and strike swarthy poses a-plenty.

Just when we thought software couldn't get any more ridiculous we're given this murdering pirate simulator from Domark, where you play either One Eye or Red Beard (original, huh?)

Spanish Conquistadors fatter than your average darts player

Anyway, having paid your sovereign and taken your choice it's off to level one. By shoving your mizzen mast of merriment (*I think he means joystick – Ed*) in various directions and pressing the fire button you can access a number of moves. You can walk back and forth, turn around, cut and thrust with your cutlass and parry to fend off the blows of your opponents.

You start each level aboard your ship 'The Jolly Todger' or some such piratey name and have to kill off a few opponents before screaming 'land ho!' and leaping onto the dockside. From here it's more of the same: killing, collecting and overcoming hazards.

In places there are little crosses on the ground. Press fire while standing on them and a small mound of gold is dug up for bonus points. Also each time you kill an opponent a gold coin appears (well, gold square), again collectible for extra points.

At certain stages throughout each level all of the enemies must be killed before progression to the next stage is permitted. Care must be taken to wipe out all opposition or else the exit to the next stage scrolls off screen and there's no way of continuing. A crappy design feature if ever I saw one.

When you reach the end of the level a slightly-larger-than-normal opponent appears who requires slightly-more-than-normal hits to defeat then it's on to the next phase.

Each level has a specific theme. Level one contains Spanish Conquistadors resplendent in armour but fatter than your average darts player; level two features pirates, pirates and more pirates; level three is the Ninja level(?) and so on.

Graphically, *Skull And Crossbones* is a bit of a mixed bag. While the visuals are colourful and the sprites well drawn the animation is poor. The piratey backdrops are very cartoony which, given the nature of the game (a sort of poor man's *Golden Axe*), seems all wrong.

Ooh-AArrh! There be a dusky maiden awaitin' me pleasure! (Unless that blokey in grey slices me into slivers of pirate meat)

The game is fairly playable but too simplistic; it's simply not sophisticated enough for your average games player.

Given the choice between playing this for long periods of time and walking the plank into shark infested waters it would have to be 'Hello Mr and Mrs Hammerhead'.

ANDY

Game	**Skull And Crossbones**
Publisher	**Domark**
Cassette	**£9.99**
Disk	**£14.99**

POWER RATING

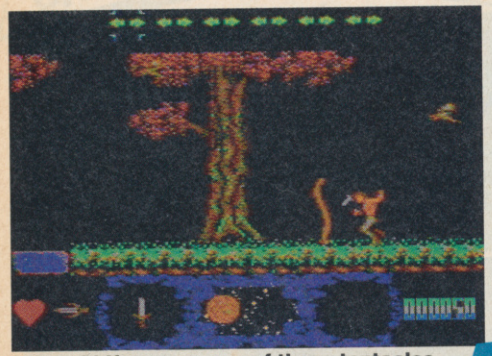
THE DOWNERS...

- The graphics, while colourful, lack detail and the sprite animation is poor
- Joystick controls are unwieldy and frustratingly unresponsive
- Poor game design means it's all to easy find progression impossible
- Gameplay is simplistic and repetitive. Real kid's stuff
- Bleeps and blips are inappropriate sound effects for a pirate game

...AND THE UPPERS

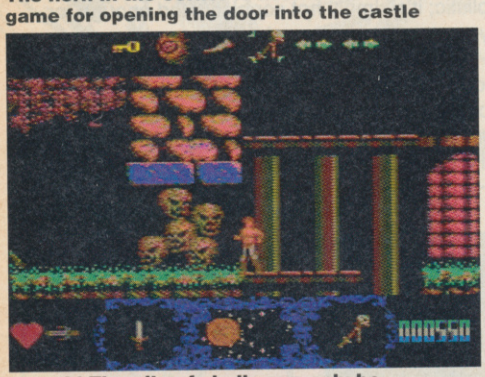
- First few levels are easy to get to grips with – good for the nippers
- Nicely detailed swarthy sprites
- Several nice touches enhance the piratey, swashbuckling flavour
- The main soundtrack is pleasingly Yo ho ho
- The backdrops are colourful, cartoony and very jolly... Roger

100 — — — — **52%** — — — — 0

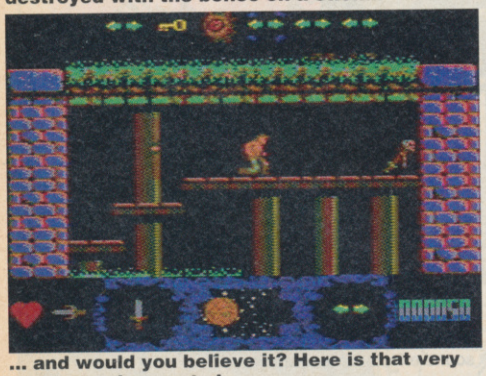


Screech! If you see one of these tentacles looming large in front of you, hit the brakes

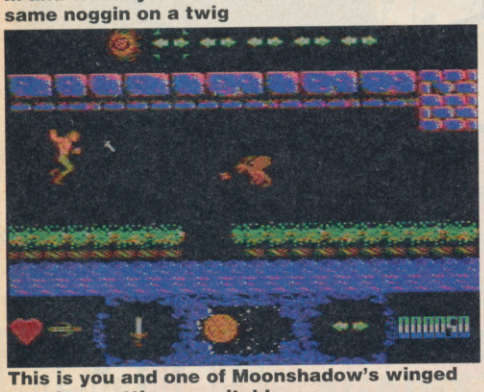
The horn in the corner is useful later in the game for opening the door into the castle



Hurrah! The pile of skulls can only be destroyed with the bonce on a stick...



... and would you believe it? Here is that very same noggin on a twig



This is you and one of Moonshadow's winged wonders cutting a veritable rug

The Spring equinox being what it is, our reviewer comes over all sidereal as he checks out a new platform offering from an equally new Italian software house. His investigations reveal a snake (that's no fake) threatening to destroy his planet, dammit!

MOONS

There's no time to daydream when your planet needs you and in *Moonshadow*, you can take it as read for starters that your planet needs you. The action takes place both on and under the surface of your home world, which it would appear has no name (*would that be the place where the streets have no name then? – Ed*). The two moons orbiting this mighty globe, though, do have names. Fulax is the lovely little spheroid that keeps the planet alive with magical energies. Septerios on the other hand is the black moon and will, before long, eclipse Fulax, thereby cutting off its magical protection. Big deal? So what?

There's a snake waiting in the recesses and, when the eclipse occurs, it will be free

The problem is there's a huge snake waiting in the darkest recesses of the planet and, when the eclipse occurs, it will be free to carry out a variety of nefarious activities, of which most probably involve death on a large scale.

The game looks much like an unsophisticated *Black Tiger* with flick screens rather than a smooth scroll. At first sight this makes it look unimpressive. But, as you find after a few games, its merits are in the gameplay. The playing area is a large maze made up of platforms, stairs, rivers, doors and so on. By leaping around and collecting a number of useful items (more on these later) you can access more and more of the planet which is spread over three distinct sections.

No arcade adventure would be complete without a substantial helping of beastly types. *Moonshadow* delivers in this area too. While the number of opponents is limited, all have very distinct movement and attack patterns and are placed in such a way that you need to form a well-defined strategy if you hope to get anywhere. You also need to practise your shooting skills during your first few games otherwise baddies make mincemeat out of you.

The weediest of your foes is the pathetic bird. Birds tend to hover around before diving at speed towards you. One well aimed shot is enough to kill them though. Tentacles rise from beneath the ground now and then. These can give you quite a pummelling. The trick is to remember approximately where they are and edge towards them. Then wait until they sink back into the ground. Fire spitting ariel gargoyles are also worthy opponents. Either avoid them or employ nerves-of-steel tactics and blow them away. The toughest beasts by far are the leaping sprogs (*you don't really know what they are,*

Total eclipse of the heart

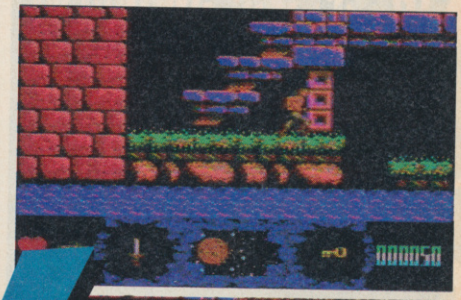
Okay, every now and then it's worth your while keeping an eye on the control panel just to make sure it ain't quite the end of the world. On the left of the display, a dagger and heart appear together. When you're hit, the dagger moves toward the heart. If it pierces the heart, you're dead.

Next to the Health marker is a window indicating your chosen weapon (in this case a dagger). The time remaining is indicated by the two moons which move closer to eclipse as you play. The next window displays any selected object. Finally, the game guesses Andy's IQ (it's the score really, AD's IQ is 3).

The leaping gargoyles make terrible toupés. Instead, stand still. Then, when it leaps towards your head, fire at it twice

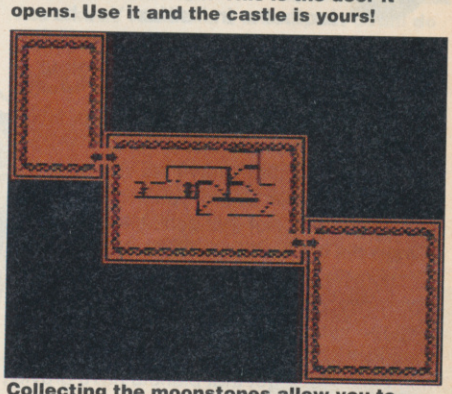
I don't fancy mine much. The birds in this game are a bit rough. Kill 'em to obtain luvverly booty like this strength potion

Bashing your head against a brick wall is like – er, bashing your head against a brick wall. Use the key, dummy



SHADOW

Remember the horn? This is the door it opens. Use it and the castle is yours!



Collecting the moonstones allow you to access a map of ground already covered

do you Andy? – Ed). If you try to out-manoeuvre them you'll die sure as eggs is eggs. Stand your ground and fire a lot.

The good thing about all of the nasties in *Moonshadow* is that they always appear in the same screens and form the same patterns. When you've cleared a screen they never reappear so retracing your steps to previously unexplored sections is not the impossible task it could have been.

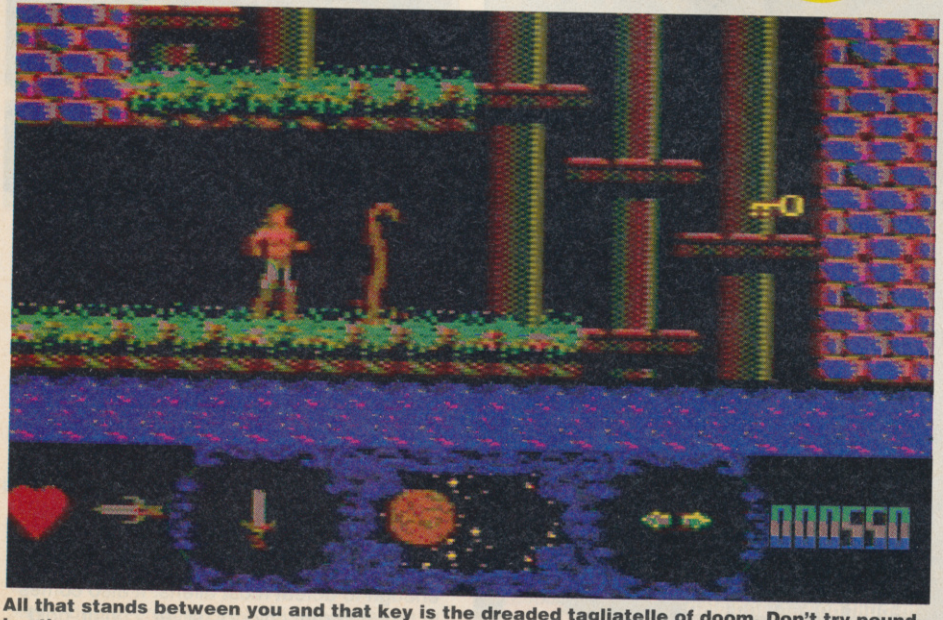
Moving swiftly on now to the fruits of your labours, namely the collectibles. Across the top of the screen in your inventory bar. By using the cursor keys you can access an empty space then when you next find an item it will automatically appear in the gap. By selecting the item you wish to use, pressing RETURN will implement your choice. Items can be found lying around the play area but are usually protected by a bevy of beasts. Keys open doors, potions replenish your energy and map tokens allow you to display a map of the rooms you've already visited. Those are the self-explanatory ones.

There are also other weird and wonderful items that are for use in specific sections of the game. The horn lets you enter a castley bit and the stick with a skull on it allows you to kill a pile of floating skulls that block another part of the adventure later on. All are simple puzzles like this but are sufficiently well structured to make solving them tricky but highly enjoyable as well.

You soon get gripped by the gameplay and can't tear yourself away

On first playing *Moonshadow* it all appears fairly unremarkable. However, ignoring the run-of-the-mill graphics (and they're by no means poor) you soon get gripped by the gameplay and can't tear yourself away. I imagine there are very few 64 owners out there who would walk away after trying a few plays. Good visuals, good sound and inexplicably gripping gameplay make *Moonshadow* worth basking in.

ANDY



All that stands between you and that key is the dreaded tagliatelle of doom. Don't try pounding the pasta. Just wait for it to sink back into the ground the run like billy-o. Game over? Not quite. Try to remember where the tentacles were or they'll get you on the way back

Game	Moonshadow
Publisher	Idea
Cassette	£10.99
Disk	£14.99

POWER RATING

THE DOWNERS...

- Slightly bugged. Now and again Mr Moon gets stuck and can't move... but it rarely happens
- Screen flips instead of scrolling
- Graphics are slightly repetitive

...AND THE UPPERS

- Large play area should take yonks to explore
- Sprites are well drawn and nicely animated
- Backdrops are atmospheric and colourful
- Your character is highly manoeuvrable
- It's nicely structured: the puzzles are neat, the monsters well placed
- An addictive platform game with a difference
- Precise control method

100 – – 76% – – – – – – 0

...with the possible exception of COMMODORE FORMAT 9, June 1991

THE CF COMPENDIUM OF MEAN ...SPACE SHIPS

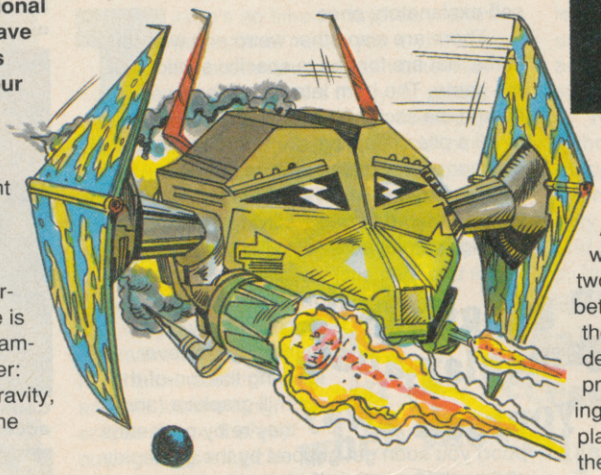
Guru of games gizmos* Gordon Houghton *builds up enough momentum to launch an investigation of the best space ships you can fly. The only question is, 'What's yours called?'

Choosing the leanest and meanest space craft in the entire known universe is about as easy as finding an international footballer in Halifax. You have to take into account qualities such as design, aerodynamic sleekness, colour and engine capabilities.

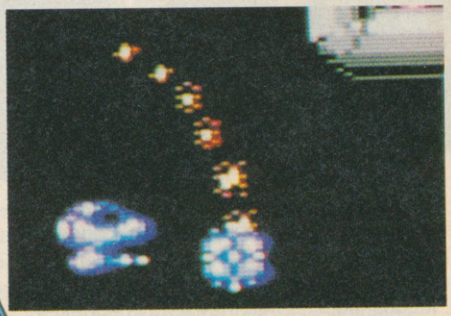
The availability of weapons counts for a lot, too: if you have to go grasping for the keyboard every time you want to let loose a laser beam, you might as well stay home. Not that good ships are always the ones with the biggest weapons: a craft that can't negotiate narrow canyons or whose control response is sluggish is about as useful as a glass hammer. Finally, technical factors to consider: some games forget that planets have gravity, or disregard deceleration and inertia. The best ships are often the realistic ones.

CYBERNOID

The Cybernoid's main features are its multidirectional movement and heavy armament: a standard laser and five special weapons. Its bombs can destroy large defence emplacements, impact mines are used to halt alien craft, a shield provides temporary invincibility, bounce bombs only detonate on contact with enemies, and seekers actively track down their quarry. The ship can only carry limited stocks of all these weapons, but has facilities to utilise the contents of canisters deposited by its victims.



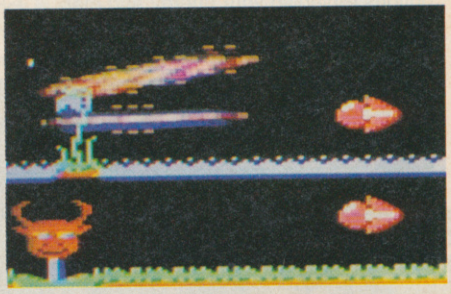
LOCATION: *Cybernoid, Cybernoid 2* (with two extra weapons)
HARDNESS:



The current model Cybernoid (mk II) boasting rotating multiple. Hard or wot?

GILBY FIGHTER

An energy storage and transfer device with wings on, the Gilby is actually two ships in two alternate realities, able to transfer between them both using a reality locus. If the Gilby is left abandoned for too long, it destabilises and explodes. This isn't the only problem: the Gilby gains energy by destroying enemies. If this isn't transferred to the planetary core, or is lost via enemy attacks, the ship explodes. Recommended only for dextral dodgers with substantial life insurance or a very hard helmet.
LOCATION: *Iridis Alpha*
HARDNESS:



The Gilby: capable of existing in two places at the same time, but prone to overheating

HUNTER

Probably the sleekest-looking ship in existence, this is a one-man craft designed for skilled manoeuvres in confined spaces – it's trapped inside 128 hives filled with self-replicating cells emitting deadly spores. These cells guard vital Starcells which the ship can process to reveal coordinates to the next hive – and so, eventually, escape the entire system. Its weaponry is limited to one laser capable of continuous forward fire, but this is enough to defeat most aliens. It also comes in four different colours (silver, cobalt, gold and purple) and can be fitted with one of

Mean measurements

The dinky little symbols at the end of each space craft description are designed to help you sort the Morris Minors from the Millennium Falcons. They reflect not only the power of a ship's weapon systems (which don't have to be huge to be effective), but also the craft's manoeuvrability and speed, the way it looks, and any special tricks it can perform. Is it the machine you'll still be drooling over in five years' time? Is it a hovering Hoover or a sleek lovemobile?

GOLDEN FURRY DICE

The ultimate in space craft design represented by the ultimate in cockpit accessories. The mere sight of one of these ships turns alien knees to jelly, and alien jelly to a smelly pool of wetness on the pavement.

THREE GO-FASTER STRIPES

A highly manoeuvrable and heavily armed beast that packs a punch and sends it Datapost door-to-door to all alien scum. Not recommended for children, pregnant women or people with a heart condition.

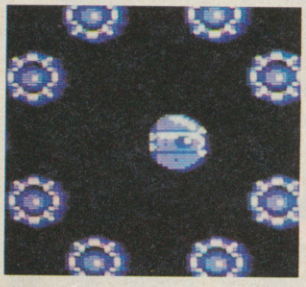
TWO GO-FASTER STRIPES

Many a xenomorph chuckles when this craft kangaroos around the corner. This is a mistake: it may not move like a greased ferret, it may not have the rortiest engines, but it can still fry any fiendish foe at forty paces (as long as the battery hasn't gone totally flat).

ONE GO-FASTER STRIPE

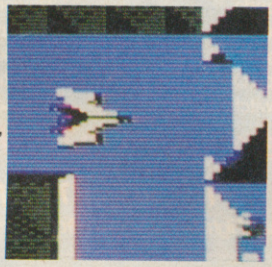
A Lada driver's dream: nippy (on a good day), lightly armed but completely crap. It relies on pilot strategy rather than in-built power, and also doubles as a toaster.

three juicy engines: Retros (craft stops when thrust is halted), Cruise (slow, continual forward movement) and Turbo (fast, continual forward movement). An optional Perma-shield guards it from spore-missiles and keeps the pilot's underpants dry.
LOCATION: *Hunter's Moon*
HARDNESS:



The Hunter comes with special electro-sensitive paint. All you have to do to change the paint job is tap a button!

IBIS

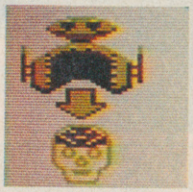


Ibis: smooth mover; good looks; crap suspension

This craft is capable of carrying five people – which is fortunate, since its pilot and four astronaut chums have just discovered that they are trapped on a Deathstar about to destroy the Earth. The Ibis is equipped with life support systems (for reconnaissance on the planetary surface), shields, lasers, and immediate turning capability. A special altitude controller also means that it can fly above or below the landscape. However, it isn't a strong craft: the landing gear and engines are particularly subject to damage, and though these systems are self-repairing, a sustained attack leads to quick demise. Keep a parachute handy.
LOCATION: *Parallax*
HARDNESS:

INFLUENCE DEVICE

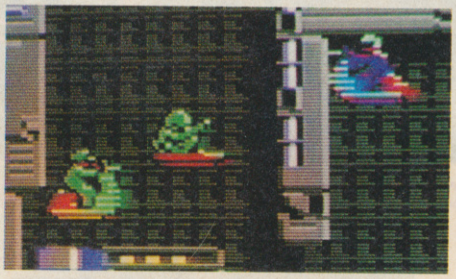
One part remote control space craft and two parts robotic brainwasher, this one-metre-high device is the only recognised means of interfacing with a variety of robot designs. In addition it can easily gain access to ship console systems, allowing it to glean data about other robots and deck layouts. It has no drive system of its own and no integral brain, being operated from a remote keyboard; it's armed with low power twin lasers, but automatically recognises superior weaponry in its robot host, and makes use of it. A major disadvantage is its limited energy capacity: this is weak against higher class robots, but can be recharged by an Energiser.
LOCATION: *Paradroid*
HARDNESS:



Make friends and influence droids with this device

JET BIKE

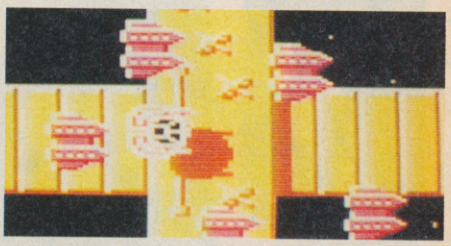
Moving with the speed of a turbo-charged 2CV, Dan Dare's jet bike is machinery at its most basic. Fitted with anti-gravity hover jets which allow it to float a metre above any surface and cushion the blow of any fall, it is also armed with lasers capable of dishing out big death to little Mekons. Optional extras include a buttock-friendly padded leather seat and plastic handle grips for tight turns.
LOCATION: *Dan Dare II*
HARDNESS:



Dan dares to be seen on what looks like a huge legless duck. Now *that's* brave...

MANTA CLASS FIGHTER

Any enemy Super-Dreadnought caught stealing minerals from friendly planets deserves a good slapping – and that's what the Manta was designed for. Ideal for low-level strafing runs, it's capable of landing at short notice, and has a couple of natty flight tricks up its sleeve. First there's its turning ability: as craft velocity decreases, the fighter performs a half-loop followed by a half-roll, switching direction. Then there's its 90 degree roll, allowing it to negotiate tight spaces and corridors on the Dreadnought surface. With all that manoeuvrability, there has to be a drawback, and this is it: the Manta is extremely vulnerable to enemy fire and ground obstacles, and is easily destroyed. Boo hiss.
LOCATION: *Uridium*
HARDNESS:



The Manta. Flies like a dream, but could do with Volvo bumpers and a decent re-spray

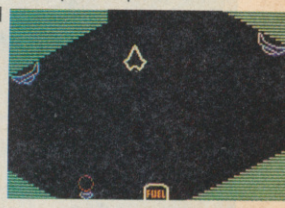
SCOUTCRAFT

In the year 2249, the Scoutcraft is essential hardware for techno-scavengers. All of them dream of discovering the legendary planet of Koronis, in whose rifts the Ancients abandoned fabled space hulks, packed with unsurpassed weapons and technology. The Scoutcraft is a looter's dream: it's equipped with a Repo-Tech robot to collect the loot, and a Surface Rover for planetary reconnaissance. This nippy buggy is armed with laser-fire and can enhance its power by interfacing with any technology you find. The Scoutcraft also carries Psytek, a science droid which controls the ship while the planet is looted and evaluates any treasure. All you need supply is a parrot and wooden leg.
LOCATION: *Koronis Rift*
HARDNESS:

The view from the *Koronis'* Scoutcraft

THRUSTER

Deep within the abandoned carbon worlds of Gargos lie energy sources vital to the survival of mankind. A custom-designed ship, known as the Thruster, has been built to exploit this. It isn't a craft that pilots take to easily, but once mastered it proves the most manoeuvrable ship around. It can spin through 360 degrees and thrust in all directions, but is subject to planetary forces and its centre of gravity changes whenever it picks up an object. It is also armed with a limited force-field, fuel supplies, a laser-leash for grabbing surface objects and holding onto them, and forward cannon.
LOCATION: *Thrust*
HARDNESS:



It may not look impressive, but this baby *really* flies!

MEAN ...NEXT MONTH
Be safe on the streets - check out our favourite alien species

NEW

Commodore

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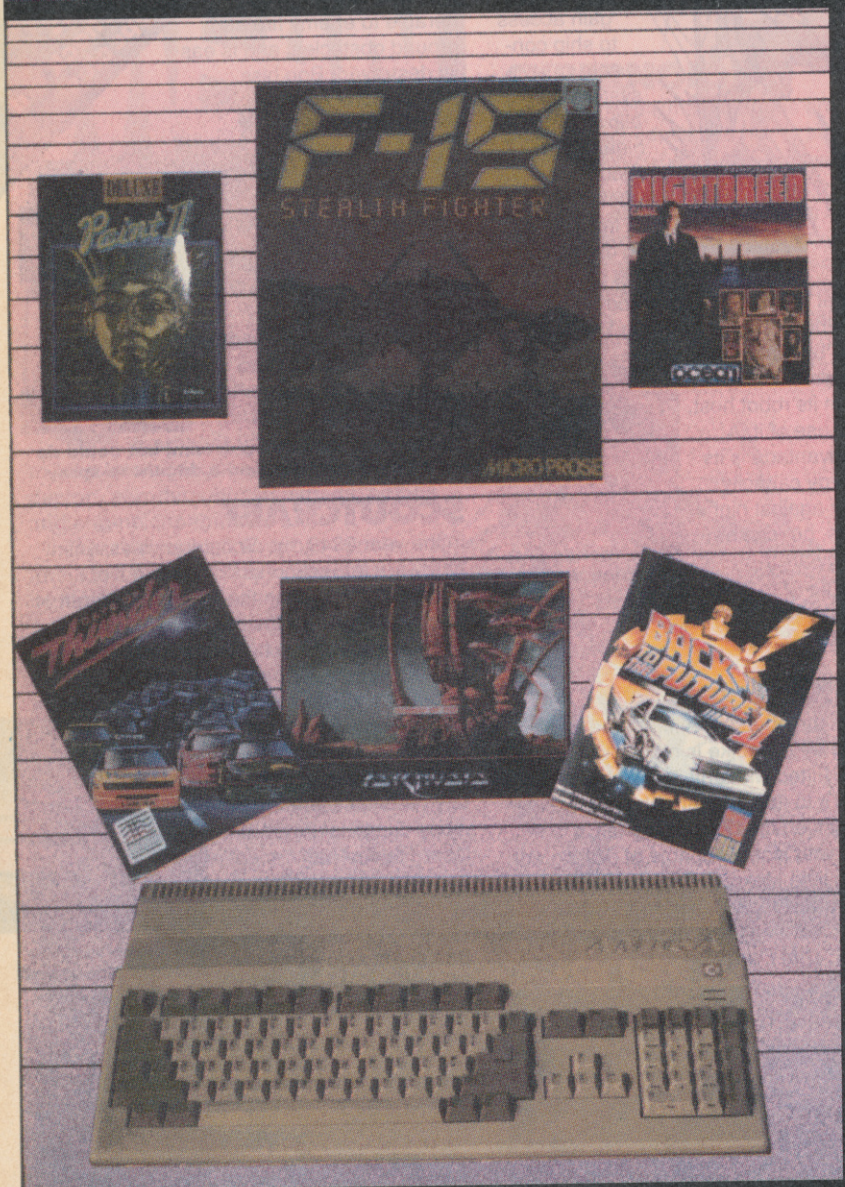
AMIGA 500



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The Mighty Brain

Many apologies, but The Mighty Brain can't send personal replies – so save those stamped addressed envelopes. Brain gets loads of letters, so if your questions aren't answered this month – try again! The address is: The Mighty Brain, Commodore Format, 30 Monmouth Street, Bath BA1 2BW

TURRICAN TRADE-IN

Dear Mighty Brain
Just a word to pass on some info for Daniel Baker from Worcester, re: *Turrican*.

Daniel, the 4.1 level is missing and you have got to send the game back to Softgold, 7-8 Burnham Trading Estate, Lawson Road, Dartford, Kent, DA1 5BH, and they'll send you a complete one by return. At least they did for me.
Joe Cartwright, West Yorkshire

Yes, that's what I was going to say…
TMB

BIRDS OF A FEATHER

Dear Mighty Brain
I am currently involved in re-activation of the HMS Osprey Computer Club. We have a good selection of hardware but nothing else. The range covers CBM64, Amiga, Amstrad 464 and 6128, the Sinclair QL and Acorn Electron. If anyone has any kind of queries, please don't hesitate to contact me on 0305 820311 extension 3428.
M J Haddon, Dorset

ALIENS R U.S.?

Dear Mighty Brain
I've had every *CF* since issue 1 and I always read your page first so I think it's time I asked these questions…

Activision's version of *Aliens*, with digitised piccies from the movie and different game styles in a multiload format. See ALIENS R U.S.?

1) Are there one or two versions of *Aliens* like you said in *CF4*? I have the one by Electric Dreams which is rubbish and I want to know if you can get a version like the Arcade.
2) My machine has a green power light. My friend has a red power light on his. Does this make any difference to loading?
3) What can I do if a game I've had for a couple of months suddenly stops loading and I haven't got a shop receipt, as *Barbarian* and *Shinobi* both no longer load? I only bought them in January and am a bit fed up as I liked both of them.
4) I own two wrecked Cheetah Annihilators (yuk) which have just clapped out. I have saved up £15 for new joystick but can't decide whether to get a Competition Pro or a Powerplay Cruiser. What do you suggest?
Yours well 'ardly,
Stuart Holmes, Lancashire

1) Yes, there was another Alien, *the US version released by Activision. This followed sequences from the movie more closely than the Electric Dreams'* Aliens, *but was a mish-mash of varied game styles. Since Activision has just about shut down its UK operation, I'm afraid you'll have to scour the small ads or mail order companies to find it.*
2) The green light on your machine means that it runs on unleaded electricity. (Sorry. that's a rather crap Dyer 'joke'). Seriously, different lights make absolutely no difference to the workings of either machine.
3) Unless you accidentally dropped your tapes in a vat of acid, they should continue to load. It sounds like your tape head azimuth needs aligning. I'll be covering this again in the next issue, but if you can't wait until then, try getting hold of a copy of CF1, *where Inside Info has a full explanation of the technique.*
4) Well, the CF *veggies favour the Cruiser. But that's mainly because their Competition Pro doesn't work any more and they're too lazy to get a replacement. The best thing is to ask the nice shop-*

keeper if you could try both sticks before buying one. Good software shops should let you do this.
TMB

THE PONDERER

Dear Mighty Brain
I have some questions to ask you. They are driving me potty because no-one else can answer them. It will show how Mighty you really are. (*I already know – TMB*)
1) What is the best American football game available for the C64? Will Electronic Arts produce *John Madden's American Football* on the C64?
2) Where can I get hold of a copy of *Tag Team Wrestling* and *WWF Wrestling*?
3) Will *Lemmings* appear on the C64? If it does, will you put a playable demo of it on the covertape?
4) I've three tape recorders for my computer. One is brand new, the second is a bit rusty and the third is falling to bits. The third tape recorder loads all of my 289 games. The second only loads my BASIC programs and most of my games. The first one loads some games. Is this normal?
5) I have a disk drive. My brother loves playing the disk games, but recently he has wiped a game off a disk. Is there anything that will stop games being erased from disks?

Please could you print this letter in your brilliant mag as I feel it will fit perfectly.
Yours gratefully,
Paul Barrett, Surrey

1) It depends: if you've only got a tape deck, go for 4th & Inches *which was released through US Gold (021 356 3388). Alternatively, if you have a disk drive and don't mind a bit of multiloading, try* TV Sports Football *from Mirrorsoft (071 928 1454). They're both very good, although I prefer* 4th & Inches, *because it's less fussy and a bit faster.*

EA have no plans to convert John Madden's Football *(currently available only on the Sega Mega Drive) to the 64.*
2) Try US Gold again for Tag Team Wrestling *(although I wouldn't if I were you – it's not up to much). I think you're getting* WWF Wrestling *mixed up with* Micro League Wrestling *which features WWF stars like Hulk Hogan. This is better (but only slightly) and you might be able to get a copy from Microprose (0666 504326).*
3) It's possible that either Ocean or Gremlin might publish a C64 version of Lemmings *for Psygnosis. At the moment they're trying to see how many lemmings they can squeeze into the C64 (eek!). If they succeed who knows, maybe they'll give us a demo on the front cover!*
4) Yes. I'm afraid that tape decks, especially the dreaded C2N, are incredibly unreliable – especially the newer ones which are very poor.
5) Yes, if you want to protect a disk put tape over the notches on the side. This stops the drive from writing on the disk and effectively wrecking the game which was originally there.
TMB

C64 V CPC

Dear Mighty Brain
Since purchasing my Commodore at Christmas, I've had many arguments with my mate (fat) Sam about Commodores and Amstrads (Cough! Hiss! Boo! Crap!).

He reckons Amstrads can get 16 colours on screen compared to Commodore's eight. He reckons the sound is better, and every time I say that Commodore's got a SID chip, he says that it doesn't make any difference. And (there's more) he says the scrolling and speed are superior to a C64. Please, tell me who's right and who's wrong about all this stuff, because I think C64s are better. From a confused eight-bit owner.
Nathan Moorby, Lancs

Well, I'm glad to say that your so-called 'mate' is horribly, utterly wrong. For a start, the C64 has 16 colours, not eight, the same as the Amstrad. The Amstrad has a grotty YC sound chip, which is the same as the Spectrum 128 and older Atari STs. The 64's SID chip is far superior to the YC any day. The C64 has hardware scrolling which allows full colour (and multi-layered parallax with a few tweaks) vertically, horizontally and diagonally. The Amstrad sort of hobbles along as best as it can.

As regards speed, the Amstrad's Z80A zips along at 4MHz, while the poor old C64's 6502 manages a feeble 1MHz. However, the 6502 is far more efficient at processing certain instructions than the Z80 and the Amstrad's screen memory is a whopping 16K so it takes ages to redraw the screen. This is why some Amstrad games have really tiny playing areas. Also, the C64 has eight hardware sprites unlike the Amstrad which has to spend time creating sprites using software which slows it down more.

All in all, the Amstrad is a very worthwhile machine. But when it comes to games, you just can't beat a 64.
TMB

BRAIN WAVE **If you have questions about POKEs or cheats for games, don't write to me. Write to Thicky Dyer at GameBusters. He'll do his minuscule best to help.**

MORE REVIEWS PLEASE

Dear Mighty Brain
Your magazine, on the whole, is an excellent achievement, but I think you should be careful of having too many 'extras' such as Back To Basic. While these are necessary, there is the danger of leaving out review space, which I think should be your main objective. I regret to say that I think your 'Classic A to Z' is a total waste of time and money. It looks suspiciously akin to page padding, when insufficient material could be gathered at the drop of a hat.

I wish to disagree with Scott Leach, who wrote in with a brain complaint (*CF* 6). The average age of computer magazine readers generally is about 13. This 'Mighty Brain' idea is something that appeals to the younger individual, because of its novelty value. No other magazine has such a letter answerer. Since the 'Brain' boasts 'an IQ one less than infinity', it means that sensible letters get answered sensibly, and ridiculous letters don't get answered at all.
Jonathan Toolan, London

The reason for features such as Back To Basic and the Classic A to Z is to inform. There's more to C64 life than reviews alone, and the CF *teamsters (crap though they are) do their single-celled best to provide a balanced diet of all things 64-ish.*

In the case of the Classic A to Z, this has been done to provide new C64 owners with the chance to track down classic games of the last few years. If you've only had a 64 for a few months, you may never of heard of superb games like Koronis Rift, Mercenary, Nebulus, Buggy Boy... *the list just goes on and on.*

If we dropped these items, you wouldn't have more reviews. Commodore Format *PowerTests just about every 64 title it can during the month. We don't need more review space, we need more games!*
TMB

POWERPACK POWERTEST?

Dear Mighty Brain
First I would like to say how pleased I am that there is now a decent mag for C64. However, it is not perfect and I hope I will not trouble your almighty IQ if I give you some tips on how to improve your mag.

I think your tape pages which review the cover tape are unfair, they say how good the game is and give you the controls but they don't give you an overall fair review of the game at all, ie, when you put *Sun Star* on PowerPack 5, nowhere in the

tape pages did it say how boring the game is. I think you should be more honest, and perhaps give percentages for the cover tape games.

Next I would like to beg you to stop printing the letters with questions like, do you sell back issues? And how much memory does a C64 have? The people who ask these questions clearly are just trying to get their name on your page.

Next, why can't you review budget games like any other games rather than giving them about 2 pages with a stupid doodle called Rogers Frames.
(*Doodle!? Now just hold on – RF.*)
Patrick McKinney, Hampshire

All the games that we include on the PowerPack have been hand-picked for their quality. The game may not be to your liking (I thought Sun Star *was quite a hoot), but they are all decent games and we aren't reviewing them.There seems little point in giving them percentages when they don't really cost anything; it's not as if you're risking £10 on a brand new title. £2.20 for a high-class mag AND two decent games sounds like a bit of a bargain to me. And speaking of bargains, I think 'speccy' Frames does a decent job. What do other readers think? Is it time we booted Rog' out and treated budget games like full pricers? (No-o-o-o-o-o!!! – RF) Write in and let me know.*
TMB

CHARS AND SPRITES

Dear Mighty Brain
Please could you give me some tips on graphics and backgrounds? How can I can make graphics float around the screen and how do you make backgrounds? I also have some simple questions that a genius like you wouldn't mind answering.
1) On my copy of *Beyond The Forbidden Forest* on the *CF4* PowerPack the monsters do not come. Do you have to press a certain key to bring them on?
2) On my copy of *Warlock* on the *CF5* PowerPack my keys do not open doors. Why not?
3) Do you plug Carts straight into the 64?
4) How do you get past the river after the swarm of bees in *The Last Ninja 2*?
Christopher Cunliffe, Lancashire

Blimey! To go into detail about creating sprites and backgrounds would fill up the rest of the mag. Your best bet is to try and find a programming manual (Commodore's C64 Programmer's Reference Guide (ISBN number 0-672-22056-3) is very useful). If you're pretty much starting from scratch, try writing to Phil South at Back To Basic. He's starting to get to grips with the intricacies of C64 graphics in this very issue.
1) If nothing happens, try pressing F1.
2) Dunno. It works fine on our version, although it is a bit fiddly. Make sure you have Warlock right in the middle of the doorway, push towards it and then press the '+' key until it opens.
3) YES! C64 cartridges plug straight into the back of your C64.
4) Easy. Using your Ninjutsu skills of page-turning, move deftly over to page 20.
TMB

BRAIN WAVE

Many readers have written in asking which is the best flight simulator to buy. Well, I thought that it was about time to do a flight sim round-up, so next month your questions will be answered by Granite Man 'Biggles' Gordo.

EIGHTY FIVE PER CENT FOR EFFORT

Dear Mighty Brain
Just to show you how I rate your magazine, I have put it through the PowerTest...

I also have a few questions which weigh a ton on my chest, so would you relieve me of this pain by answering them? Thanks.
1) Why do reviewers get all the decent games before they are released to the general public?
2) Alternatively, why do we get all the crappy software like *Teenage Mutant Hero Turtles* way before we get a chance to see how good it is? (Luckily, I wasn't one of those naive plonkers who rushed out and bought the game.)
3) I think your ratings system is a good idea, but could it be possible to give an indication as to how painful the loading is from tape? Rewinding the tape every time I lose a life is becoming a pain in the neck.
4) PowerPack 6 was the best yet, but *Chip's Challenge* is driving me mad because I can't get past the trap. You of all people, must know how to do it?

That's it for now, thanks for listening.
Nick Casey, Norwich

BRAIN DRAINER ★ STAR LETTER ★ STAR LETTER

1) We try to get games before they are released so that you can be forewarned when they do come out. What's the point of reviewing a game which has been in the shops for three months?
2) This often happens because of bad timing, where a company wants a game to hit the streets as soon as it's finished, to coincide with their advertising campaign, or in time for the holiday season: Christmas is a prime example. Alternatively – and more annoyingly – software houses don't bother to send out pre-production copies of games because they fear poor reviews. In this instance the only way we can PowerTest the game is to actually pop down to our local shop and buy it!
3) We do our best to warn you of particularly poor multiloads, but on every review look out for the octopus icon. If he's there, you can bet that there'll be plenty of tape rewinding going on.
4) On the ice, go R, D, L, U, L, D, R, U, L, D, R, R, D, L, U, L, U. Push the red blocks onto the red bombs. Move the fifth red block to uncover a chip. In the final room, push the red block onto the switch. Wait for the fireball to pass over the sticky pad. Then walk into the exit.
TMB

Game	Commodore Format
Publisher	Future Publishing
Cassette	Damn fine
Disk	N/A

POWER RATING

THE DOWNERS...
- Not enough pages
- Not enough features, such as arcades, diaries

100 – 85%

- Excellent detailed reviews
- Equally great previews
- Clear, good quality screen shots, with amusing, witty captions
- Brilliant letters page – TMB is a good idea
- Plenty of worthwhile competitions (though I never win)
- Attractive presentation, plenty of colour, good quality feel
- Many maps and tips – they nearly always work
- Brilliant mag, brilliant PowerPack. Great value for money

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CBM 64 CLASSICS

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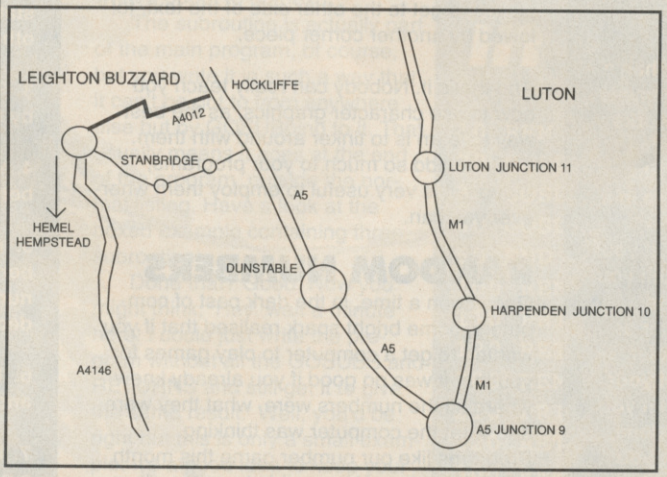

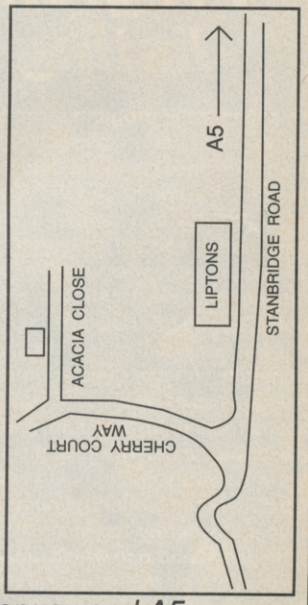

Maps showing direct routes from the motorway and A5

BACK TO BASIC

Phil South's series on programming the BASIC language for beginners. This month he asks for some INPUT and shows you how to program a number-guessing game. And the prog prof has some advice for apprentice programmers

Welcome back to the difficult but rewarding task of teaching yourself the BASIC language. I warn you now that some of the material in this issue is a bit harder to grasp than previous issues but I've broken it down into easy to chew pieces, so just take it one chomp at a time and you'll be all right. This month I'll be looking at character graphics, and how to use INPUT statements.

CHARACTER GRAPHICS

One of the most frequently used forms of graphics on the C64 is the character graphics which are shown on the key fronts of your keyboard. These graphics are just characters on your screen, just like the letters and numbers, but made so that they can bolt together into shapes. All you do is insert them into PRINT statements. So to draw a box around some text all you have to do is follow this simple procedure:

- PRINT a corner piece, followed by enough line pieces to get to the other side of the text, followed by another corner piece.
- PRINT an upright line, followed by a line of spaces equal to the amount of characters in the first line, followed by an upright line.
- PRINT an upright line, followed by enough spaces either side of your text to centre it in the box, followed by another upright line.
- PRINT an upright line, followed by a line of spaces equal to the amount of characters in the first line, followed by an upright line.
- And finally PRINT a corner piece this time the other way up, followed by enough line pieces to get to the other side of the text, followed by another corner piece.

And that's it. Nobody can really teach you how to use character graphics, as the best way to learn is to tinker around with them. They do add so much to your programs, though, it is very useful to employ them wherever you can.

RANDOM NUMBERS

Once upon a time, in the dark past of computers, some bright spark realised that if you wanted to get a computer to play games for you that it was no good if you already knew where all the numbers were, what they were and what the computer was thinking. Programs like our number game this month would have been impossible to write unless the computer had a method of generating randomly chosen numbers.

The computer thinks of a random number every time you employ the RND(n) command, where n is the seed value. If the seed value is 1 or any positive number then the random number will always be different. If the value is zero then the random number will always be the same. There are reasons for this, but for the time being always use 1. The number generated is always between 0 and 1, expressed as a decimal.

Program listing

This month the program is more than a demo, it's actually a game. The game is that of number guessing, and it works like this: the computer tells you it's going to think of a number from 1 to any number you tell it. So you type in a 10 and the computer will think of a number between 1 and 10, right? If your guess is way off the mark it will tell you if it was too small or too large, and hopefully you can guess right after as few goes as possible. The computer keeps track of how you do, and if your performance deteriorates, it will let you know how well you should have done. Obviously the bigger the number you give it, the harder the game. It's a fun little game, and one which could easily bear a little bit of customisation. See *Homework Prob Number 4* for details.

Step By Step

Here's what we 'll learn at school today...

1. Character graphics are input from the keyboard like letters or numbers.

2. You can bolt them together in PRINT statements to make boxes, lines and other shapes on the screen.

3. Random numbers can be generated by the use of the RND(1) statement.

4. Numbers generated by RND(1) are between 0 and 1.

5. In order to make them whole numbers, just multiply them by the biggest number you want and then chop off the decimal places by using INT.

6. INPUT takes a number from the user and stores it in a variable.

7. The input from a user can be used in a program to add something to a program that the user knows but you may not, like his name, age, telephone number, or the number of fleas on his dog.

So if you type

```
PRINT RND(1)
```

you get a number like this:

```
.476593947
```

To make the number a whole number you have to multiply it by whatever the largest number you want it to generate up to, and then chop off the bit after the decimal point. The chopping is done by the INT (x) command, meaning 'make the number x an integer', where x is your random number. To get the computer to think of numbers in a certain range the formula is:

```
number=INT(upper limit*RND(1))+lower limit
```

– so to get a number between 1 and 10 you have to say:

```
PRINT INT(10*RND(1))+1
```

You can test this with this program:

```
10 FOR N=1 TO 5
20 PRINT INT(10*RND(1))+1
30 NEXT N
```

This will print a row of 5 random numbers between 1 and 10. This means you can simulate a dice by making the lower limit 1 and upper limit 6, a percentage by making the lower limit 1 and the upper limit 100, or a pack of cards by making the lower limit 1 and the upper one 52! Of course how you specify the cards is your problem.

INPUT

If you want the computer to get some input from you, say a number or letter for use in a program, you have to ask for INPUT. INPUT is used in two ways – on its own like so:

```
INPUT N
```

or with a bit of text asking for whatever:

```
INPUT "WHAT IS THE NUMBER";N
```

The semi-colon after the quotes means that the prompt for your input will be butted right up against the question. Semi-colons always divide stuff that you want to have close by. In PRINT statements, you can insert a figure that changes each time by typing it like so:

```
PRINT "Phil wibbled on for";N;"minutes."
```

You can try this out like this:

```
10 INPUT "How many pounds do you have in your pocket";P
20 PRINT "You have";P;"pounds in your pocket"
30 GOTO 10
```

Anyway, back to INPUT. There are two types of variables that INPUT will take, alphanumeric (letters) and numeric (figures). As in the rest of BASIC, variables which represent letters have a $ sign after them. So to input a yes or no from someone, you can do this:

```
10 INPUT "Do you like chips (y/n)";a$
20 IF a$="y" OR a$="Y" THEN 0
30 IF a$="n" OR a$="N" THEN 0
40 PRINT "Too complex, try a Y or an N!": GOTO 10
50 PRINT "Well, you are unusual!": STOP
60 PRINT "Good, so do I!": STOP
```

Using INPUT means that your programs can take data from the user, and you can also get the computer to talk to the user by name, simply by putting a:

```
INPUT "What is your name, please";n$
```

at the beginning of your program. Then every time you want to talk to the user you can print their name back at them! Simple really, but very effective all the same.

GOSUB/RETURN

In this month's program we have a taste of GOSUB and RETURN statements. They work together and how they work is one of those things you really have to understand before you can write effective BASIC programs. Don't worry, they're easy to understand. Listen.

GOSUB stands for GO to SUBroutine. A subroutine is a little program contained within a larger program and it takes care of one particular task. When a subroutine is called by a program (using the GOSUB command), the little program contained in the subroutine is RUN. The last command in a subroutine is always RETURN. This ends the subroutine and returns to the command in the main program that directly follows the original GOSUB command. The program then simply does what it ought to do next.

The subroutine is actually part of the main program, of course, but you write it in such a way that it can't be got to from anywhere else but by GOSUBbing to it. That usually means it goes at the end of the program, outside the normal listing. Have a look at the boxed example containing three subroutines.

Done that? Good. Now you might think, 'Hey, wait a minute here! I could just write the program without all the GOSUBS and RETURNS and still get it to give the same result.' Well, you'd be right but this is only a small example. It's a good idea to keep your programs easy to read and make them above all, easy to change. If you use subroutines, you'll find that your programs are easier to read and modify. It isn't so important for short programs but when your code gets more than 100 lines long, it becomes good practice.

It also helps you plan your programs, too. If you break down on a piece of paper what it is you're trying to do, and then write a subroutine for each job the program has to do, you can test bits of the program at a time and just bolt the bits together by writing a main program that calls up all the subroutines in the right order.

For example, say you're writing a game. You'd need a subroutine for the movement of aliens, a routine for a hi-score table, a routine that prints instructions on the screen at the start of each game, and so on. This is an example of good programming practice and you'd do well to learn it if you want to go on to write bigger and better programs. As we continue the Back to Basic series, we'll be seeing more of GOSUB/RETURN.

Homework Prob No. 4

For those of you who like to run ahead of everyone, here is some stuff for you to be going on with. The number guess program is fine as it is, but there are some ways it could be improved. Graphics would be nice, for example. Using the character graphics I spoke about earlier, draw a box around the title on the first screen

And how about making the program so that it doesn't scroll up all the time? Make it so the title bar with its box around it stays in the same place, and perhaps put another box at the bottom to display all your guesses. I'll give you a clue: In order to update something on the screen, you have to PRINT over it so that some parts stay the same. Also, try putting in a line which asks the user if they want to try again. If they do go back to the beginning, and if they don't end the program. Tricky, huh? Think you can do it? Of course you can.

Subroutines in a program

```
10 REM **MAIN PROGRAM**
20 GOSUB 100
30 GOSUB 200
40 GOSUB 300
50 END
100 REM ** SUBROUTINE 1 **
110 PRINT "HI. I'M SUBROUTINE 1"
120 RETURN
200 REM ** SUBROUTINE 2 **
210 PRINT "HI. I'M SUBROUTINE 2"
220 RETURN
300 REM ** SUBROUTINE 3 **
310 PRINT "HI. I'M SUBROUTINE 3"
320 RETURN
```

Blow by blow: that listing in full

```
10 PRINT "■":POKE 53280,2:POKE 53281,2
20 PRINT TAB(13);"■NUMBER GUESS"
30 PRINT TAB(7);"COMMODORE FORMAT ISSUE
8"
40 PRINT "■■■"
50 PRINT "THIS IS A GAME OF GUESSING NUM
BERS."
60 PRINT "I'LL THINK OF A NUMBER BETWEEN
 1 AND"
70 PRINT "ANY NUMBER YOU SAY, THEN YOU H
AVE TO"
80 PRINT "GUESS WHAT IT IS."
90 INPUT "■■WHAT NUMBER DO YOU WANT";L
100 L1=INT(LOG(L)/LOG(2))+1
110 PRINT "■I'M THINKING OF A NUMBER BET
WEEN"
120 PRINT "1 AND ";L
130 G=1
140 PRINT "■NOW YOU TRY GUESSING MY NUMB
ER"
150 M=INT(L*RND(1)+1)
160 INPUT "MAKE YOUR GUESS";M
170 IF M>0 THEN 200
180 GOSUB 360
190 GOTO 10
200 IF M=M THEN 270
210 G=G+1
220 IF M>M THEN 250
230 PRINT "TOO LOW! THINK BIGGER."
240 GOTO 160
250 PRINT "TOO HIGH! THINK SMALLER."
260 GOTO 160
270 PRINT "THAT'S MY NUMBER! YOU GOT IT
IN";G;"TRIES."
280 IF G<L1 THEN 320
290 IF G=L1 THEN 330
300 PRINT "YOU SHOULD HAVE GOT IT IN";L1
310 GOTO 340
320 PRINT "VERY ";
330 PRINT "GOOD."
340 GOSUB 360
350 GOTO 110
360 FOR H=1 TO 5
370 PRINT
380 NEXT H
390 RETURN
400 END
```

Line 10 prints the CLR/HOME control character, clearing the screen and sending the cursor to the top left corner. Then the colour for the screen and border are POKEd to location 53280 and 53281, in this case colour 2, red.

Lines 20-30 prints up the title, using the TAB function. This acts like a typewriter TAB key, moving the cursor the number of spaces you mention in the brackets.

Line 40 prints three cursor down control keys. These send the cursor down three lines before it starts printing the next line.

Lines 40-80 prints the hello message, and this fills you in on what's expected in the game.

Line 90 gets your input for what number the computer is guessing from 1 up to.

Line 100 is a very subtle piece of mathematical artificial intelligence, which uses logarithms to calculate the average number of guesses you should have to make to guess the right number. If your amount of guesses peaks over the value of L1, then the computer will chide you.

Lines 110-120 tell you that the computer has thought of a number, although it hasn't until line 150, and starts to add one to the amount of goes you have had, in the variable G.

Lines 140-160 asks you to guess the number the computer is thinking of, calculates a random number between 1 and the number you mentioned in line 90, and then asks you to input your guess, which it stores in variable N.

Line 170 tests your guess to see if it is greater than zero, and if it is then it sends the computer off to line 200.
Line 180 sends the computer off the the subroutine at line 360.

Line 190 sends the computer off to line 10 of the program, back to the beginning in other words.

Line 200 checks the number you guessed to see if it equals the number the computer thought of. If it is the same, then the computer goes off to line 270.

Line 210 increments your amount of guesses by one. Why? If you didn't get the number in the last line, then you just blew one of your guesses, so this line adds one to the variable G, right?

Lines 220-260 govern guesses that you make which are bigger or smaller than the number that the computer has generated randomly. Line 220 checks the number you put in, N, to see if it is greater than (the > symbol) the computer's number, M. If it is greater, then the computer prints up the text at line 250. If it isn't greater, then it must be smaller, so if the test on line 220 is false, then the computer simply moves on to line 230 and prints the text about the number being too small. After the two text messages giving you clues, both send you back to 160 which again asks you to guess and the whole process starts again.

Line 270 tells you that you've guessed the number, and inserts the variable G into the text to print your number of attempts.

Lines 280-290 refer back to the LOG calculation which estimates how many attempts it should take you to guess the number. If it is less than L1, then you go to line 320 which prints up the word "Very", and if you equalled the computer's estimation of how many it would take, it goes to line 330, which prints the word "Good". So if you get it right in a few goes, it says "Very Good" and if you do it a a few more goes it just says "Good" Clever, eh?

Line 300 is only reached if you don't make the computer's target for how many guesses you should have taken to get the number. If it falls through the tests on lines 280-290, then you must have taken more guesses. It prints up on screen that you should have got it in L1 goes. Tsk tsk.

Line 310 skips you over the "very good" print command (because you didn't get it right quickly) to 340, which zips you back to the subroutine at line 360.

Lines 320-330 print up the "very" and "very good" messages, depending on which line you start.

Line 340 GOSUBs you to the subroutine at the bottom of the program. This prints a lot of lines in to make the discovery of the number more dramatic.

Line 350 sends you back to line 110, which starts the process again.

Line 360-390 is the subroutine which prints up five lines or so and then RETURNs to the line it was sent from.

Line 400 is the END command. You don't actually need this, but it's good practice toinclude it in a program, just in case any of your procedures fall through and the program dribbles off the end.

There you have it – instant game. Skill, isn't it? Try it, save it, and then mess around with it (see the Homework bit).

That's It!

That's all we have time for this month, join me next time for more BASIC and more fun. If you have any questions about BASIC language programming, then why not drop me a line at: Back To Basic, *Commodore Format*, 30 Monmouth Street, Bath, Avon, BA1 2AP.

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INSIDE INFO

SOUND BYTES

After last month's frightfully freaky fractal fun, we're getting around to sound. As everyone (even CPC owners) knows the C64 has the best sound kit of the eight-bits. Not only do you get multiple voices but controlling the waveform shape and ADSR (attack, decay, sustain and release) envelope – the variables that control the type of sound – is very easy. ***Johnathan Putsman*** *of* ***Billingham, Cleveland*** *kicks off with a synthesiser that offers you the option of three different voices. By changing (or adding to) lines 170-220 you can add your own voices. The variables to change are W, X and the values POKEd such as the 7 and the 133 on line 180.*

Dear Inside Info,

In response to you asking for any interesting sound routines in Inside Info 4, I have sent in the following program. It is an electronic keyboard program, which, when it is typed in and run, is self-expanatory.

Johnathan Putsman, Billingham, Cleveland

```
1    REM ** KEYBOARD **
2    REM ** BY JOHNATHAN PUTSMAN **
10   S=54272:V=54276
20   FOR L=S TO S+24:POKE
L,0:NEXT:REM ** CLEAR SOUND CHIP **
30   POKE S+24,15:REM ** SET MAX
VOLUME **
40   PRINT "KEYBOARD IS AN ELEC-
TRONIC KEYBOARD ON"
50   PRINT "YOUR 64. THERE ARE THREE
VOICES FOR"
60   PRINT "YOU TO CHOOSE FROM THEY
ARE:"
70   PRINT "1. HARPSICHORD"
80   PRINT "2. BANJO"
90   PRINT "3. TRUMPET"
100  PRINT "WHICH DO YOU WANT?"
110  X$="1,2,3"
120  GET$ A$:iF A$="" THEN 120
130  IF A$="1" THEN 170
140  IF A$="2" THEN 190
150  IF A$="3" THEN 210
160  IF A$<>X$ THEN 120
170  PRINT "HARPSICHORD":W=17:X=16
180  POKE S+5,7:POKE S+6,133:GOTO230
190  PRINT "BANJO":W=17:X=16
200  POKE S+5,3:POKE S+6,0:GOTO230
210  PRINT "TRUMPET":W=33:X=32
220  POKE S+5,50:POKE S+6,135
230  PRINT "YOUR KEYS ARE AS FOL-
LOWS:"
240  PRINT "PIANO KEY: C D E F G A B
C"
250  PRINT "YOUR KEYS: C V B N M , .
/"
260  PRINT "HIT THOSE KEYS!"
270  PRINT "PRESS S AT ANY TIME AND
YOU WILL"
280  PRINT "RETURN TO THE VOICE
SELECTION MENU."
290  Y$="C,V,B,N,M,,,.,/,S"
300  GETB$:IF B$="" THEN 300
310  IF B$="C" THEN POKE S+1,33:POKE
S,135:GOTO 410
320  IF B$="V" THEN POKE S+1,37:POKE
S,162:GOTO 410
330  IF B$="B" THEN POKE S+1,42:POKE
S,62:GOTO 410
340  IF B$="N" THEN POKE S+1,44:POKE
S,193:GOTO 410
350  IF B$="M" THEN POKE S+1,50:POKE
S,60:GOTO 410
360  IF B$="," THEN POKE S+1,56:POKE
S,99:GOTO 410
370  IF B$="." THEN POKE S+1,63:POKE
S,75:GOTO 410
380  IF B$="/" THEN POKE S+1,67:POKE
S,15: GOTO410
390  IF B$="S" THEN 40
400  IF B$<>Y$ THEN 300
410  POKE V,W:FOR T=1 TO 400: NEXT:
POKE V,X: GOTO 300
```

Paul Lyons *is a tech-head in touch with nature. What with all the birdies tweeting again outside his window (instead of sunning it in the Med), he's been chirpy enough himself to compile lots of sound effects programs for your 64. Not bad, considering we got him on the cheep (oh dear...)*

FIRE AT WILL

Dear Inside Info,

I have been experimenting with sound effects on the C64 and have come up with a simple program that provides two common sound effects. The program will make your machine produce the sounds of a shellburst and a gun firing. You could use these effects in your own programs.

Phillip Eccott, Yate, Bristol

```
10   REM ** SOUND EFFECTS **
20   V=54296: W=54276: A=54277:
S=54278
30   H=54273:L=54272:POKE V,15
40   PRINT "PRESS S FOR SHELLBURST"
45   PRINT:PRINT "PRESS G FOR
GUNFIRE"
50   GET A$:IF A$="" THEN 50
55   IF A$="S" THEN GOSUB 80
60   IF A$="G" THEN GOSUB 200
70   PRINT "DO YOU WISH TO REPEAT,
Y/N?"
75   GET B$:IF B$="" THEN 75
76   IF B$="Y" THEN GOTO 40
77   IF B$="N" THEN GOTO 400
80   REM ** SHELLBURST **
90   FOR X=1 TO 3
100  GOSUB 300
110  B=INT(RND(1)*100)+100
120  E=INT(RND(1)*50)
130  FOR N=B TO E STEP -2
140  POKE A,127: POKE S,127: POKE
W,17
150  POKE H,N:NEXT
160  POKE S,31:POKE W,129:POKE H,1
170  FOR D=1 TO B*6:NEXT:GOSUB 300
180  NEXT X:RETURN
200  REM ** GUNFIRE **
210  FOR X=1 TO 10
220  POKE V,15:POKE A,9:POKE S,9
230  POKE W,129:POKE H,122
240  FOR P=1 TO 100:NEXT
250  GOSUB 300:NEXT:RETURN
300  REM ****************
310  POKE W,0:POKE A,0:POKE S,0
320  POKE H,0:POKE L,0:RETURN
400  END
```

Note the way that Phillip has used his variables. Values that are repeatedly used in a program have each been asigned to a variable and registered at the top of the program listing.

Each time that number is needed, the variable can be substituted instead. Not only is this easier on the eyes and the typing fingers, but it cuts down on possible typing errors. Smart.

BLAST, BLAST

Dear Inside Info,

Here are two sound programs, which make sound effects you can use in your own BASIC programs. I hope you like them as *CF* is my fave mag.

David Thomas, Pickering, North Yorkshire

```
10   REM **   CANNON BLAST   **
20   REM ** BY DAVID R THOMAS **
100  S=54272:POKE S+24,15
110  POKE S+5,0:POKE S+24,15
```

```
120  POKE S+4,129
130  FOR C=0 TO 8
140  POKE S,0:POKE S+1,44-C*44
150  FOR T=1 TO 30:NEXT
160  NEXT C
170  POKE S+4,128
180  GOTO 100
```

Press <RUN/STOP>+<RESTORE> to escape from the program.

```
10   REM **      COP SHOP      **
20   REM ** BY DAVID R THOMAS **
300  S=54272:POKE S+24,15
310  POKE S+5,0:POKE S+6,240
320  FOR K=1 TO 4
330  POKE S+4,33
340  POKE S,0:POKE S+1,40
350  FOR T=1 TO 500:NEXT
360  POKE S,0:POKE S+1,40
370  FOR T=1 TO 500:NEXT
380  POKE S+4,32
390  NEXT K
400  GOTO 300
```

Press <RUN/STOP>+<RESTORE> to escape from the program.

SOUND INTERRUPTS

As the advert says 'Why can't everything in life be as reliable as a Volkswagen?' In the teccie section here at CF *Towers one thing I can rely upon is a monthly letter from the extremely prolific* ***Andrew Gale*** *of* ***Weston-super-Mare****. Useful as ever, here he explains how to write music into your BASIC programs that runs in the background without being slowed or affected by anything you may do on the screen. This month in fact, Andrew Gale is even more reliable than a Volkswagen (mine's just broken down, sob).*

Dear Paul,
Here is another program that may be of interest to you. The program will play music in the background whilst you are running or typing in a BASIC program. This sort of effect is sometimes found in arcade games.You will notice the program has two main blocks of data. the first block is the machine code and should be entered as shown. If you type it in with as error in it, the program will warn you of this. The second block of data contains the numbers needed to make the music. You may become tired of the music I've included, so you can quite easily type in your own. The music data is held in the following format: [frequency low byte], [frequency high byte], [duration].

The frequency, low and high bytes can be looked up in the back of the C64 manual. The duration of each note is given in jiffies (a jiffy is a 50th of a second). To obtain a pause in the music, you should have both frequency bytes at 0. It may be neccessary to have a short pause between similar notes. The maximum number of notes is approximately 250, and the last three bytes of data should always be -1,-1,-1.

To start the music running type SYS 49152. To stop it, type SYS 49242 or hit the RUN/STOP and RESTORE keys.
Andrew Gale, Worle, Weston-super-Mere

```
0    REM ** BACKGROUND MUSIC **
10   REM **  BY ANDREW GALE  **
20   C=0:FOR T=49152 TO 49259
30   READ A:POKE T,A:C=C+A:NEXT T
40   IF C<>15503 THEN PRINT "DATA
ERROR":END
50   DATA 169,15,141,24,212,169,
0,141
60   DATA 254,192,169,0,141,255,
192,120
70   DATA 169,28,141,20,3,169,
192,120
80   DATA
21,3,88,96,173,255,192,201
90   DATA 0,240,6,206,255,192,76,49
100  DATA 234,238,254,192,173,254,
192,205
110  DATA 252,192,208,8,169,0,
141,254
120  DATA 192,76,41,192,172,254,
192,185
130  DATA 255,192,141,0,212,185,
255,193
140  DATA 141,1,212,185,255,194,
141,255
150  DATA 192,173,253,192,141,4,
212,76
160  DATA 49,234,120,169,49,141,
20,3
170  DATA 169,234,141,21,3,88,
169,0
180  DATA 141,4,212,96
190  POKE 54277,17:REM ** ATTACK/
DECAY **
200  POKE 54278,240:REM
** SUSTAIN **
210  POKE 49405,33: REM
** WAVEFORM **
220  Y=0
230  READ A,B,C
240  IF A=-1 THEN GOTO 300
250  POKE 49408+Y,A
260  POKE 49664+Y,B
270  POKE 49920+Y,C
280  Y=Y+1:IF Y=255 THEN PRINT "TOO
MUCH MUSIC DATA":END
290  GOTO 230
300  POKE 49404,Y+1
310  REM ** SYS 49152 TO START **
320  REM **  SYS 49242 TO END  **
330  REM **     MUSIC DATA     **
340  DATA 97,8,2,0,0,12,97,8,2,0,0,
12,97,8,2,0,0,12,97,8,2,0,0,12
350  DATA 97,8,8,104,9,8,143,10,8,
142,12,12,24,14,8,0,0,1,24,14,8,
143,12,8
360  DATA 0,0,1,143,12,8,48,11,8,
143,12,8,48,11,8
370  DATA 97,8,2,0,0,12,97,8,2,0,0,
12,97,8,2,0,0,12,97,8,2,0,0,12
380  DATA 97,8,8,104,9,8,143,10,8,
48,11,8,143,12,8,0,0,1,143,12,8,48,
11,8
390  DATA 0,0,1,48,11,8,104,9,8,
143,10,8,104,9,8,97,8,16
400  DATA 24,14,8,0,0,1,24,14,8,0,
0,1,24,14,8,195,16,12,0,0,1,195,
16,8
410  DATA 0,0,1,195,16,8,0,0,1,195,
16,12,209,18,12,31,21,12,96,22,12
420  DATA 143,12,8,0,0,1,143,12,8,
48,11,8,0,0,1,48,11,8104,9,8,143,
10,8,104,9,8
430  DATA -1,-1,-1
```

SILLY STRING$

With high-res graphics and scrolly bouncing messages being such a sexy 64 subject, not many people pay attention to the fine text handling features of 64 BASIC, with LEFT$, RIGHT$, MID$ and LEN. These allow you to sample, modify, alter and detect individual characters in a single text string. ***Arthur Ennimore*** *explains...*

Dear Inside Info,
Here are a few routines that create a good effect on screen and demonstrate some uses of the LEFT$, MID$ and RIGHT$ commands. All the routines can be combined into your own programs very simply.

The first routine demonstrates the basic principle behind the attractive 'moving colour' effects on games like *Creatures*. It prints a string of characters on the screen and rotates the colours of each character.
Arthur Ennimore, Worcester

```
5 REM * ROTATE COLOURS IN A STRING *
10 PRINT CHR$(147):POKE 53280,0:POKE
53281,0
20 X=1
30 A$="COMMODORE FORMAT - IT'S A
CORKER!"
40 L=LEN(A$)
50 FOR C=1 TO L
60 POKE 646,C+X
70 PRINT "<HOME>"TAB(C)MID$(A$,C,1);
80 NEXT
90 X=X+1
100 GOTO 50
150 REM:** BY ARTHUR ENNIMORE **
```

The next routine centres a string so that it's printed in the middle of the line.

```
5 REM * CENTRE A STRING ON SCREEN *
10 A$="COMMODORE FORMAT"
20 L=LEN(A$)
30 C=(40-L)/2
40 FOR D=1 TO C:A$=" "+A$:NEXT D
50 PRINT A$
100 REM:** BY ARTHUR ENNIMORE **
```

This routine scrolls the text onto the screen from the left and looks quite good.

```
5  REM ** SCROLL ONTO SCREEN FROM
LEFT **
10 A$="COMMODORE FORMAT - IT'S A
CORKER!"
20 L=LEN(A$)
30 FOR I=1 TO L
40 PRINT RIGHT$(A$,I);"<CURSOR UP>"
50 NEXT
100 REM:** BY ARTHUR ENNIMORE **
```

Finally, a short routine that does the same as the one above, only from the right.

```
5 REM ** SCROLL ONTO SCREEN FROM
```

```
RIGHT **
10 A$="COMMODORE FORMAT - IT'S A
CORKER!"
20 L=LEN(A$)
30 FOR I=1 TO L
40 PRINT TAB(40-I)RIGHT$(A$,I);
"<CURSOR UP><CURSOR UP>"
50 NEXT
```

MAXIMUM REACTION

Most people train to improve their performance in their favourite sports. Footballers run, cyclists swim and computer gamers, er.. well what does the joystick-waggler do to train? You could try this reaction tester from ***Andrew Bozhko*** *in* ***Yorkshire****.*

Dear Inside Info,
In a lot of games you need reactions like a bird of prey, so this following program times how long it takes you to find a key on the keyboard. If you want to test – or even improve – your reflexes, type this and run it.
Andrew Bozhko, West Yorkshire

```
5  REM ** REACTION TESTER PROGRAM **
10 PRINT CHR$(147):POKE 53280,0:POKE
53281,0
20 POKE 214,5:PRINT:POKE 211,6
30 PRINT "TEST YOUR REFLEXES
AGAINST"
40 PRINT:PRINT TAB(10);
50 PRINT "THE REACTION TESTER"
60 FOR T=1 TO 1500:NEXT T
70 A$=CHR$(INT(RND(0)*26)+65)
80 POKE 214,10:PRINT:POKE 211,10
90 PRINT "FIND THIS KEY: ";
100 FORT=1 TO 500:NEXT T
110 PRINT A$:TI$="000000"
120 GET R$:IF R$="" THEN 120
130 IF R$<>A$ THEN 120
140 POKE 214,14:PRINT:POKE 211,8
150 PRINT "YOU TOOK ";TI/60;
160 PRINT " SECONDS"
170 FOR T=1 TO 3000:NEXT T
180 GOTO 10
190 REM ** BY ANDREW BOZHKO **
```

We want info...

And so we draw the curtain on another brief trip through the twilight world of the 64's internals (erk).

As ever, I would like to thank everyone who sent programs and listings in to me. If you have anything that you think other 64 users might be interested in, send your program (preferably on tape or disk with a print out) to me, Paul Lyons, at:

Inside Info
Commodore Format
30 Monmouth Street
Bath, Avon
BA1 2BW

Tune in next month for more techie tricks, and look out for some lengthy listing on the cover tape. See you then!

COMMODORE CUT THE TAPE

Commodore have announced that they're no longer going to include a C2N datasette with C64 packs. CF examines why, and what it means for tape users...

The writing is on the wall for something dear to every 64 owner's heart – the C2N Datasette. Commodore has announced that it will cease bundling the C2N with C64 computer packages from July. The C2N has been the standard storage medium of the Commodore 64 since its launch, and for the last few years has been included as part of C64 packs like Mindbenders and Night Moves. But, according to Commodore, the last C64 bundles containing a C2N will probably have been sold by the end of July.

From the beginning of August, the C64 will sell at a new lower price of £119.99, complete with the Commodore Joystick Pack consisting of four games on a cartridge and a pair of two-switch joysticks. The pack, which up until now was bundled with the C64GS console, sells separately for £24.95. Individual C2N units retail at between £40-£50.

TAPE DEATH

Commodore's PR Manager Andrew Ball explained the decision to scrap the old cassette deck, saying that it had been the 'biggest problem for the 64.' He went on to say that now that games are bigger, cassette is a frustrating medium. He also pointed out that it was notoriously unreliable, slow to load and a favourite format of pirates. 'Cartridges are the ideal medium for games', he concluded.

The C2N crossed more counters to and from repair than it ever did being sold. Andrew Ball told us that removing the unit from the package made the 64 one of the 'most reliable computers available'.

C2 UN-FRIENDLY

Basically, Commodore is putting its money where its mouth is by accelerating the demise of tape-based software – a medium which is universally hated by publishers, distributors and users alike. As Andrew said, 'people deserve better in this day and age.' For Commodore at least, the cartridge is the way forward, and the move to end bundling the C2N as a way of persuading gamers to buy carts.

However, many people in the computer industry believe the move will merely force 64 users to buy 64-compatible cassette recorders from third party manufacturers. No bad thing: in the *CF* office we find an Altai deck far more reliable than our C2Ns.

SOFTWARE SUPPORT

On the one hand, folk who buy the new cartridge based C64 bundle are going to be in for a treat from the moment they unpack their machine. Their software will load instantly, simply and reliably. This will please System 3 and Ocean, both of whom were fully behind last year's launch of the C64GS and Commodore's call for more cartridge support.

On the other hand, cartridge sales are still low. Retailers are reticent to stock them and publishers like System 3 are being forced to shelve the cart-only game in favour of a version on all formats.

Meanwhile, the C64 software chart shows that budget priced games on cassette are still by far your favourite purchases. It's unlikely that the new move by Commodore will cause concern for software houses who publish on tape when there's still an active tape user base.

As far as Commodore are concerned, you can buy a third party cassette deck if you want – and anyone wanting to program with the machine will have to buy some sort of storage medium. Commodore's only alternative is an expensive and, by today's standards, ludicrously slow disk drive.

Commodore, at least, have made a positive attempt to direct the 64's fortunes, rather than let it wander aimlessly in the eight-bit wilderness. Let's just hope it's the right one.

No more C2Ns are being produced. But will this force new C64 owners to buy cartridge games or is it just giving third party cassette deck manufacturers a licence to print money?

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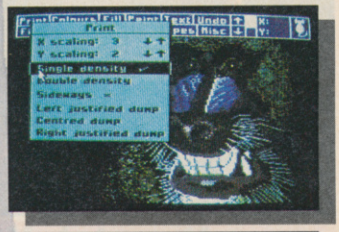

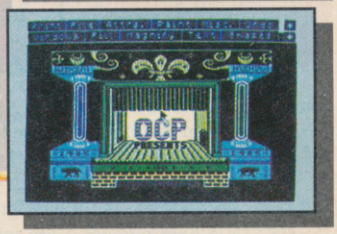

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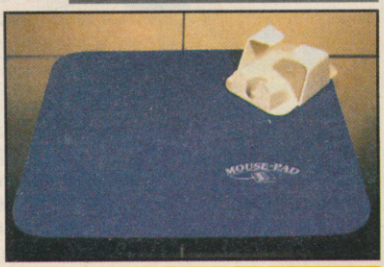

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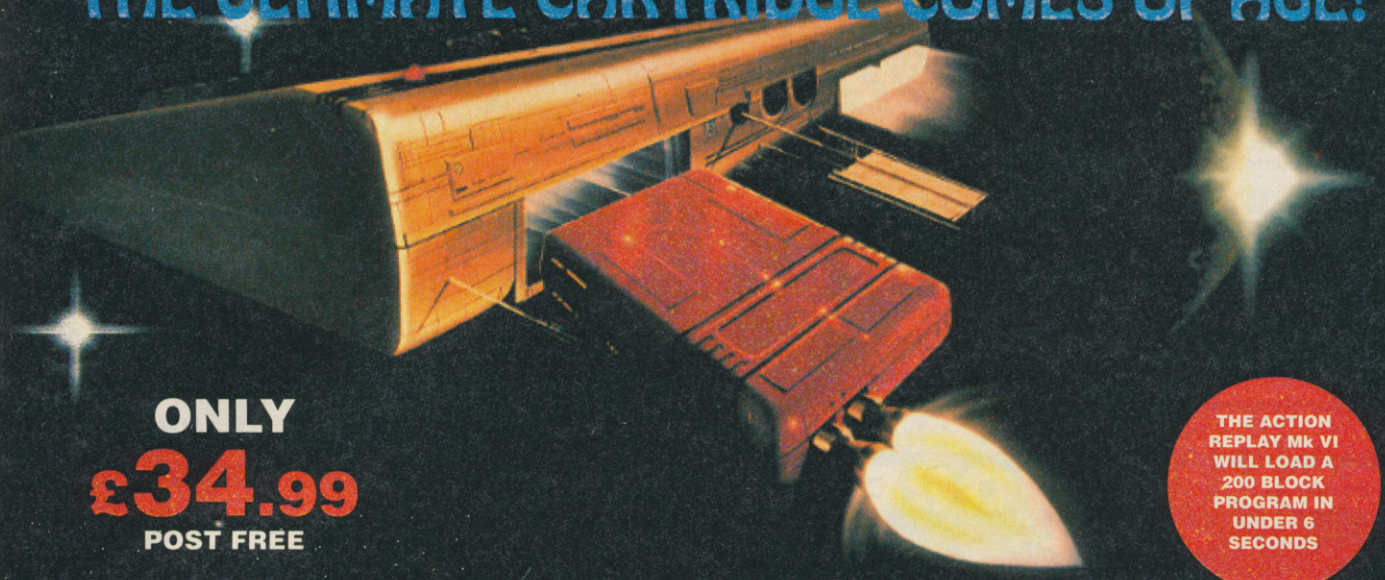

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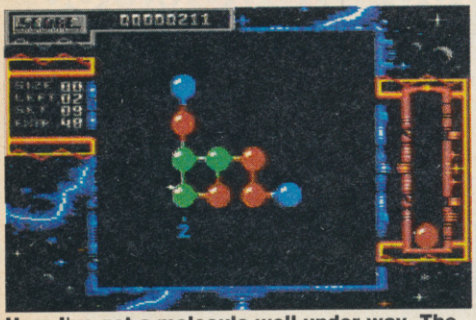
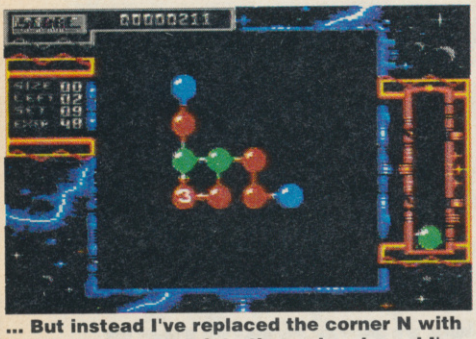
ATOM



Here I've got a molecule well under way. The next atom in the chute is an oxygen with two free electrons, so I *could* plonk it under the green Nitrogen atom...



... But instead I've replaced the corner N with the O atom to complete the molecule and I'm off to the next round! The '3' cursor just shows that the N is ready to be placed again

CF delves into some nuclear DIY and finds that the bonding process is never easy, especially when you've got free electrons who only go off in pairs. Today's review is brought to you by H, O, N and C. Oh, and SJ too...

You're probably thinking, 'ooh, this sounds like a cross between atoms and dominoes.' And, of course, you'd be completely wrong. Dominoes are small black tiles with white dots on, while atoms are invisible to the naked eye. So don't be stupid.

No, *Atomino* is a puzzle game based heavily on those large, coloured polystyrene molecules that you play with in chemistry class (you know, the ones that always end up looking like a cross between Mickey Mouse and the starship Enterprise).

Anyone with the slightest knowledge of things really, really small will be familiar with atoms and their bonding electrons. For the sake of this game, consider an atomic bond as two electrons linked together. In *Atomino*, there are four types of atom based (pretty loosely) on Hydrogen, Oxygen, Nitrogen and Carbon. H has one free electron, O has two free electrons, N has three and O has four. So, to make a complete molecule with no free electrons dangling around, you could have four Hydrogens joined to a single Oxygen. Or a H-O-O-H in a line. Got it?

Well, if chemistry isn't your strong subject, never mind. There are no double or triple bonds or anything complicated like hexagonal benzene rings. It's all blissfully simple, once you get the hang of it.

The aim is to produce molecules with no free electrons. Once the last atom is in place and there are no free electrons to bond with, the molecule is complete and disappears from view. And that's all there is to it.

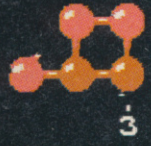
Makin' molecules – 12 easy steps to atomic bonding

STEP 1 – We start off with an orange 3-valent Nitrogen. The cursor shows that there's another N on the way...

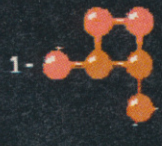
STEP 2 – Bolt the 3-valent atoms side by side and then prepare for a 2-valent Oxygen to sit up on top

STEP 3 – Oh good, there's another O atom in the chute, so he can join the O and N atoms together in a square

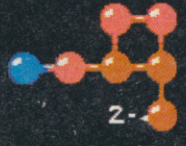
STEP 4 – The pair of Oxygens are out of the action – they've no elctrons left. Next in line is another Oxy



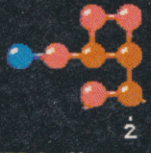
STEP 5 – That N is all used up. Now we have a spare electron on the 2 and another Nitrogen on the way



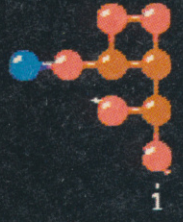
STEP 6 – Oh, slap the N down there for the time being, then we can use the 1-valent H soak up that spare electron



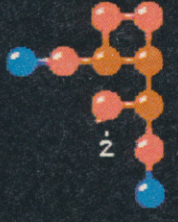
STEP 7 – Ooh, it's all looking quite nice now, with only one free electron. We'll stick the next O down below



STEP 8 – Hmm, another Oxygens' no use. I'll stick it down the bottom and hope another Oxy arrives soon



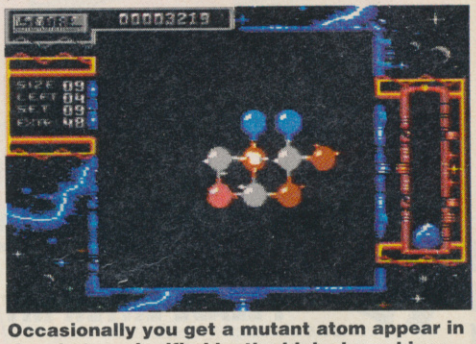
STEP 9 – With the O in place, one more 2-valent Oxygen atom would stitch things up aaaand... it's gonna be a H



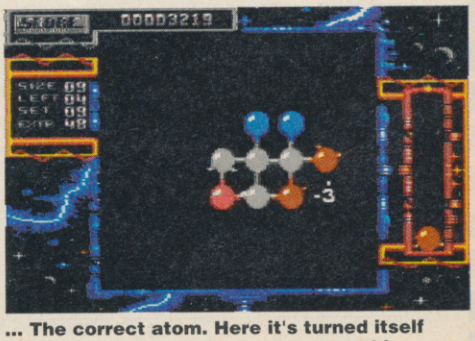
STEP 10 – Oh flippin' typical. With the blue H in place another one would have done the trick. But no...

STEP 11 – ... It had to be another O didn't it? But hold on! I've only spare electron to pair up, with a H in the pipeline

STEP 12 – So, with a 1-valent H atom tagged on, there's the complete molecule. See you on the next level!

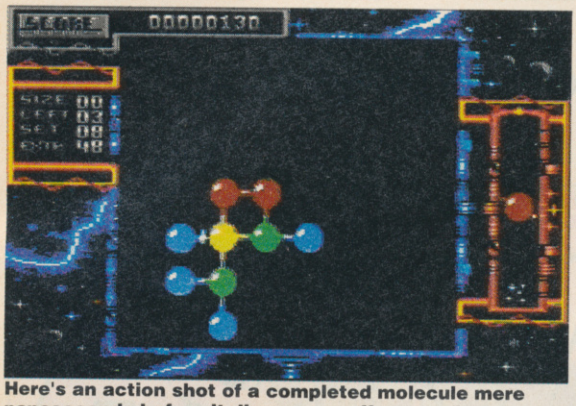


Occasionally you get a mutant atom appear in the chute – signified by the blob-shaped icon. These can be plonked anywhere on the molecule, and it immediately changes into...



... The correct atom. Here it's turned itself into a grey 4-valent Carbon atom soaking up the free Carbon lectron on its immediate right. Dead useful, these muties...

MINO



Here's an action shot of a completed molecule mere nanoseconds before it disappears off screen forever. This uses colour scheme B, which is a bit prettier than A

Atomino features two gamestyles: a free-style make-it-up-as-you-go-along where the aim is simply to keep clearing the screen, and one with preset targets. Starting with easy tasks like 'make three molecules', it progresses to 'make four molecules with at least nine atoms', starts plonking blocks on screen to get in your way and then adds un-swappable atoms which have to be removed to clear that screen. After every few levels, there's a puzzle round where you have to fill a pre-defined shape exactly with a complete molecule of exactly the same shape!

Thankfully, the programmers (a German crew by the name of Play Byte) have included a password mode where you can start again without having to replay the earlier levels. And with 600,000 levels (or thereabouts) this proves to be extremely useful, although I wish the passcodes weren't so far apart (moan whinge). As with most puzzle games, the graphics are smart but nothing to write home about. They're nice and clear and functional – and at least they do look like little spheres. And if you get bored of the colour scheme you can even change the palette mode from subtle browns and oranges to bright reds and yellows!

Sound is rather less impressive and you'll be glad they included an 'FX only' option.

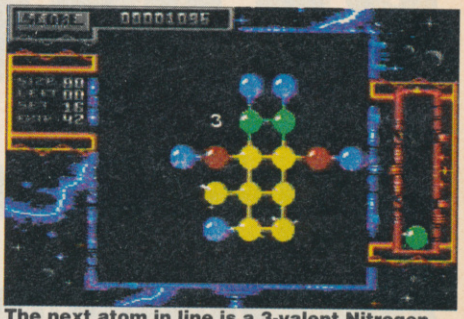
Atomino fits snugly into the mould forged by the likes of *Tetris*, *Puzznic* and *Atomix*, but has enough new features and innovative gameplay for it fit snugly into your puzzle collection as well. Be warned, though, while it's a testing challenge the gameplay doesn't really alter that much: there's just more of the same only harder. Still, I played it and enjoyed it; I'm sure you will too.

STEVE

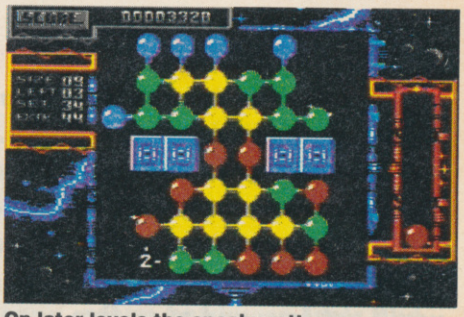
To make planning a bit easier, there's a cursor on screen which shows the valence (number of free electrons) of the next atom in line. This is moved around via the joystick, and whenever it sits next to another atom, it shows you what bonds can be made by little sticks in the compass directions. If it looks like a good move, hit fire and the cursor is replaced by the atom in question. The pile on the right drops by one and off you go again.

If an atom appears that would be better placed where there already is one, all you have to do is place the cursor over the molecule-bound atom and press fire. The two atoms swap places and you can then place the second atom as before. However, this doesn't stop the pile from filling up, so it's best not to get too involved with all this swapping malarkey.

If chemistry isn't your strong subject, never mind. It's all blissfully simple, once you get the hang of it



The next atom in line is a 3-valent Nitrogen. There are no free bonding electrons near the cursor, that's why there are no little sticks



On later levels the sneaky rotten game goes and puts solid blocks in which you are forced to build round. As you can see, I'm doing crap

Game	Atomino
Publisher	Psygnosis
Cassette	£9.99
Disk	£14.99

POWER RATING

THE DOWNERS...

- Things get too sticky too soon
- Even with puzzle stages, gameplay suffer from a lack of variety

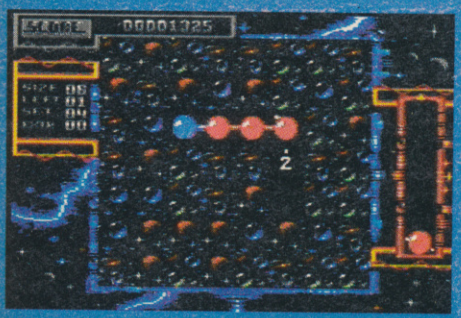
100 – 83% – 0

- Intriguing puzzle gameplay proves very addictive right from the outset
- Graphics are very tidy: the surround is smart and the atoms look nice 'n' round
- Passcode entry system lets you progress without having to replay earlier levels
- Incredible amount of levels
- Smooth controls for hassle-free play under pressure
- Nice array of options with different gamestyles, colour and sound modes
- Simple to pick up and play, yet extremely challenging

...AND THE UPPERS

Round pegs...

Atomino regularly throws up an in betweeny puzzle stage where you have to make a molecule in exactly the same shape as the hole. Only once the molecule is complete (ie no free electrons) and it fits the hole exactly can you move on. If you make a complete molecule and leave room for another atom, or leave an atom behind, you have to continue building. These early stages seem easy enough, but it's not as simple as it looks!



The first puzzle-type round is a straightforward tutorial. Just place all the atoms in order as they appear and you'll be all right

Things heat up on the second puzzle stage where you have to fill the rectangle with six atoms. After the red O, an H would be nice...

REASONS TO BE CH

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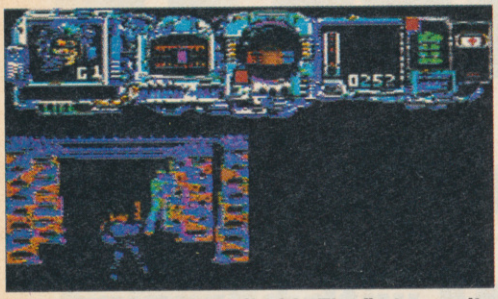
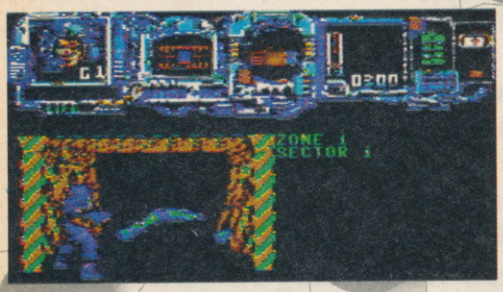


A cheery shot to start off with. The first casualty of the game: group one's squad leader learns that kevlar jackets don't always work

At this junction a bunker is discovered. The green flash above the sandbags is the glare of enemy fire. Rocket launchers are needed here



Your acrobatic opponents are by no means easy targets. Next thing they'll do is hide behind the rocks and shoot at you

Dinamic dish out a cartridge game with a difference. Join our reviewer as he takes on the role of squad leader in a 21st century drug bust but finds danger deep in a subterranean island

Me, it's grim in the 21st century. Let me explain. *Narco Police* is set in a possible future when drugs manufacturers have great power at their disposal, so they can protect themselves while they continue to manufacture and distribute narcotics to populations across the globe. In fact, the idea in *Narco Police* is that you must lead a team of said Narco Cops in an assault on an island used by a drug manufacturing operation.

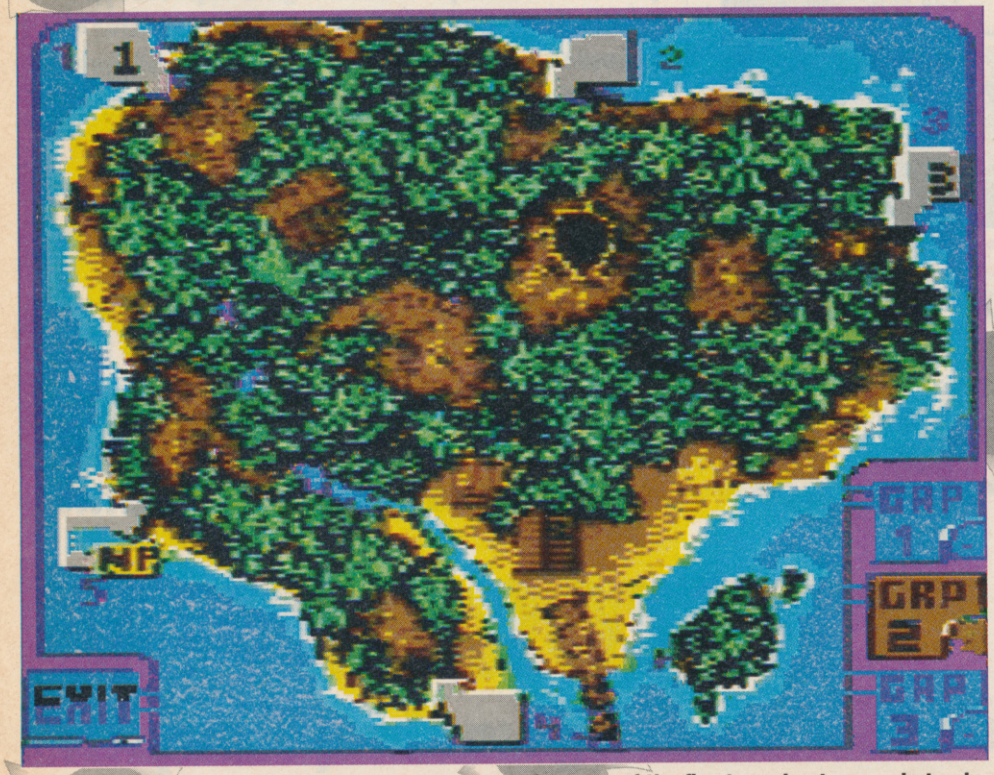
You equip three squads of five men each, deploy them at strategic points on the perimeter of the enemy's defenses and then guide the squad leaders through the network of defenses, into the core of the drug factory. Finally, all you have to do is plant some factory-crippling explosives and you can kiss the place goodbye.

At the start of the game you have three options. You can go straight in and play, in which case the computer will use default setting for your troops' starting positions and weapons, or you can re-select weapons and re-select starting positions. When you check out the weapons screen, a full range of combat kit is laid out before you, from flak jackets to personal teleport systems and fragmentation rockets. It's worth experimenting with as many devices as possible in your first couple of games and making sure that you know how to use them. Also, at least one squad should carry a transporter pack and activate it soon into the mission. You have back up troops but cannot summon them unless a squad has a transporter.

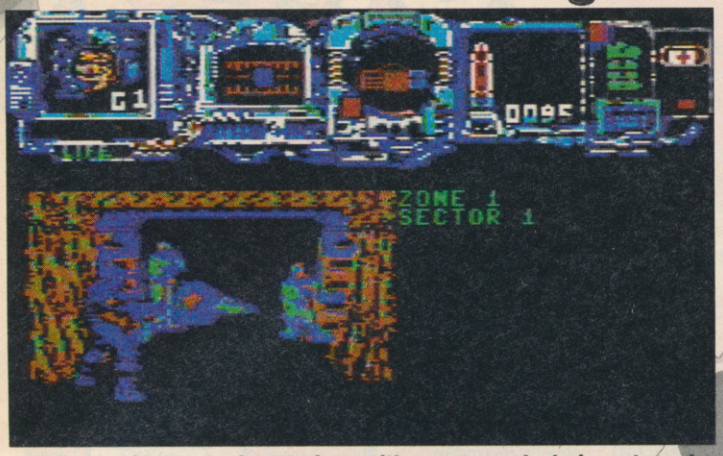
The deployment screen shows the whole of the factory island. The idea is that the druggies' base is an underground network of tunnels, much as you'd find in a mine. There are five points from which this network can be entered and you must choose three of them.

Once your happy with the kit and deployment orders issued to each of your squads, it's time to start the game proper. Your view is that of someone standing directly behind the leader of the squad currently selected. You control the squad leader with the joystick, moving him left or right or pushing him deeper into the tunnel. A display at the top of the screen tells you which squad is currently selected, indicates your direction on a compass and displays other useful data such as ammo counts, kit being used and damage.

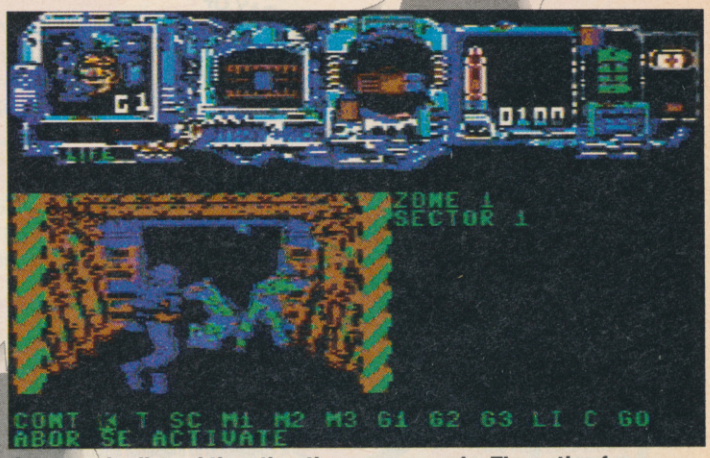
As you make your way through a tunnel, guards jump down from rafters or appear from niches in the rock walls and open fire. Because of your viewing angle, it's a little difficult to see where your leader's gun is aimed but a tunnel-wide spread of bullets or the launch of a fragmentation rocket (if you're heavily outnumbered) should have the foe falling to the ground in no time.



This screen allows you to direct your three squads into any of the five tunnel entrances but only one squad can attack a particular tunnel. It's worth mapping the tunnel layouts if you want to get anywhere. Some of them double back or overlap



A squad leader comes face to face with some guards during a tunnel search. This time two of the guards make it to cover but the third takes a bullet. It evens the odds a little...



One guard rolls and the other throws a grenade. The action freezes as the green menu bar appears, allowing the trooper to launch a missile. Check out how accurate that animation is

Occasionally, you come up against armoured doors. These can be penetrated by missile fire. If you come up to a junction, sliding the character left or right allows him to take a different exit. If your squad leader becomes a casualty, he's automatically replaced by the next member of the squad. A squad is lost for good when its last trooper dies.

You can switch control between the groups at any time. You can also call for an update on how your whole team is doing. However, the enemy base is split up into sectors and zones and you should try to synchronise the progress of your three squads so that they all proceed into a new section at the same time. If you let one group get too far ahead, the other two will never be able to catch up with it.

The tunnels are also fitted with automatic defense systems and cameras. If one of your squad leaders comes across a computer terminal (and several of these are dotted around the complex) he can access the controls of these cameras and systems and switch them off. It's an added bonus to the game which should appeal to cyberpunk fans.

Plant some factory-crippling explosives and kiss the place goodbye

That's about it. How does it play? Hmm, hard. It plays hard but well. For a start, you won't find a game that looks anything like *Narco Police* (big plus). The way squad leaders shuffle along the tunnel walls makes the action tense and convincing and the size of the sprites alone is impressive. Your opponents roll across the floor to dodge your fire, find cover when possible and generally behave as though they're intelligent (another big plus). But it does have its problems.

The graphics are so complex that the joystick is slow to respond. Fortunately, it doesn't feel as though you've been cheated if you bite a bullet while you were trying to find cover, but if only it could have been a bit faster... Another problem I've already latched on to is that of aiming your weapon. Some kind of floating crosshair would have helped. My other complaint is that functions like firing missiles or changing squads are selected from a fiddly menu freezes the action.

Nevertheless *Narco Police* is a very different kind of game and it's more-ish, despite the fact that you keep getting blasted off the screen at first. The graphics are unusual but terrific and moody sound effects accompany tunnel exploration. Machine gun and rocket fire sounds are suitably chunky too. I'd say that the *Narco Police* should expect a few more recruits when it hits the streets.

SEAN

Your weapons payload is predecided but you can alter it from this screen. On offer are two types of ammo, three rockets, explosives, a first aid kit, a transporter and armour

Game	Narco Police
Publisher	Dinamic
Cartridge	£9.95
Cassette	£14.95
Disk	£19.95

POWER RATING

THE DOWNERS...

- Some loss of clarity due to sprite size makes aiming difficult
- A bit on the slow side, again due to the massive sprites
- Single game type throughout

...AND THE UPPERS

- An original game idea well programmed
- Colourful graphics
- Clever animation on troopers and bad guys. See 'em roll, dive and fall
- Tension building sound effects and armour piercing machine gun sounds
- Optional mission set-ups guarantee lasting appeal
- Challenging game play
- Features like logging on to the terminals add depth

100 — 78% — 0

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RESET – Normal RESET.
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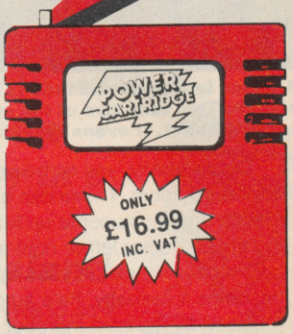
RESET ALL – RESET of any program.
TOTAL BACKUP TAPE – As BACKUP DISK but to TAPE.
HARDCOPY – At any moment, prints out a Hardcopy of the screen. Using CONTINUE afterwards you can return to the program.
MONITOR – Takes you into the Machine language Monitor.



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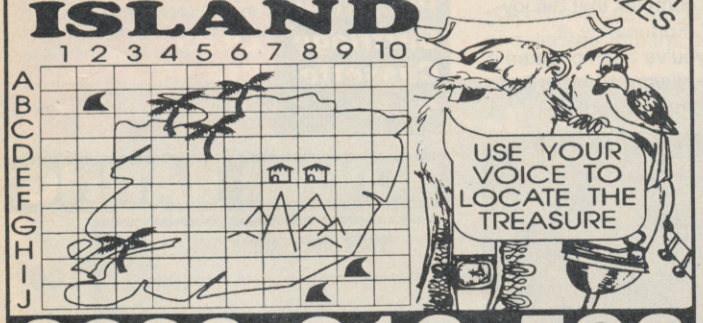

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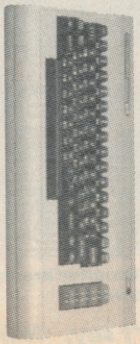

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CF

HELL HOLE

So, someone's finally written a game about the *Commodore Format* offices, eh? Er... no. Apparently this hell hole is a Terran outpost among primitive but biologically hostile lifeforms. Ah! So it is about the *CF* offices!

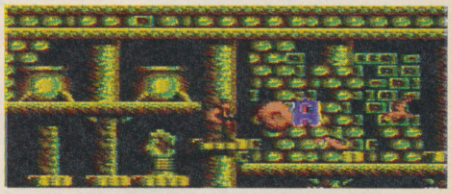
Your poor character has been inadvertently dropped behind enemy lines (somewhere between Andy's desk and the door) and must make his way home, crossing a barren landscape littered with hazards both static and animated.

The scenery scrolls past (with a bit of nice *Hawkeye*-style parallax thrown in for good measure) as our hero runs and jump across platforms and bottomless chasms in the ground. I also can't help feeling that we've stumbled into the alien equivalent of your local high street, since all the local inhabitants are going in the opposite direction to you. If you're ever going to reach your destination, you're going to have to blow them away.

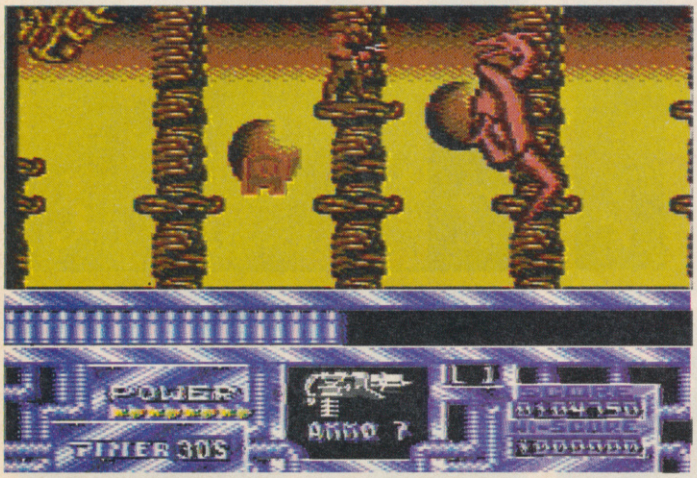
Luckily your machine gun has a handy auto-fire mode: just hold onto that fire button for a leaden stream of alien doom. Unluckily, you can't fire *and* move. If you start firing in mid-jump, you plummet like a brick. So don't.

This end-of-level guardian from level 1 might look impressive, but it's a real pussy: just stand on the middle platform and blast away

Hell Hole's visuals are all very pleasant, with smart backdrops and some large animated creatures. The action is fast and furious, but my main cause for concern is that the game is incredibly tough. You're constantly up against pixel-perfect jumps, incredibly tight timing, huge numbers of aliens, and a severe time limit! If you just go ploughing through the level, you get nowhere. However, when you begin to remember where the tougher aliens appear and form a plan of attack, you start to make progress. Also, collecting the right weapons at the right time is absolutely vital.



On the second level, our hero stumbles upon the icon of 'A' – mystic deliverer of ammo



While our madman copes with a rampaging dragon, let's take a look at the control panel. The current gun is shown in the central window, with the number of clips remaining, while the long panel shows your ammo decreasing bullet-by-bullet. Useful, but slightly worrying!

Once you get a decent strategy sorted out, you should make it on to the second and maybe even third levels, but actually finishing the game is, well, unlikely. (And all you get for your troubles is a poxy 'Congratulations'!)

Hell Hole is good for a quick blast, but if you've a low frustration threshold, beware.

STEVE

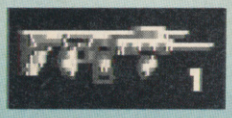
Game	**Hell Hole**
Publisher	**CRL/Interactive**
Cassette	**£9.95**
Disk	**£14.95**

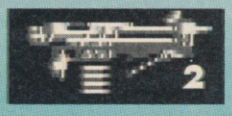
Weapon systems

Your main weapon is a fairly naff machine gun but this can (and must) be swapped for more powerful arms along the way. You must also collect extra ammo. Otherwise, when your last clip is empty, your gun automatically switches down to the next most powerful, and so on until you're back with the crappy slow-firing machine gun you started off with.

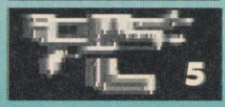
A – Ammo. Automatically adds another clip to your armoury
FP – Increases your firepower
FS – Increases your rate of fire
– Teflon bullets. Rip through any enemies in the line of fire
W – Choose your weapon. Four types of machine gun cycle through the select window. Press fire to select your weapon

KNOW YOUR WEAPONS





1 – This is the one you start with: bog-standard machine gun with slow fire. Severely underpowered for anything but the very first battles
2 – Slightly beefier, but still unable to defend you against the bigger assailants
3 – Extremely powerful, but fires slowly.



Good against end-of-levellers, but poor in a melée
4 – Incredibly rapid-fire. Great for alien-bashing, but uses up ammo far too quickly
5 – The reviewers' choice. Fires quickly and quite powerfully

POWER RATING

THE DOWNERS...

- Ludicrously difficult: really tough task and a horribly severe time limit
- Repetitive action – one level plays very similarly to another
- Poor presentation, with limited options and shoddy documentation
- Inability to jump *and* fire proves restrictive and frustrating

100

58%

- **Smart graphics, with large animated monsters and a pleasing variety in enemies**
- **Long levels, nicely drawn and detailed**
- **Good weapon select system, allowing you to choose the best equipment for the job**
- **Gameplay does become addictive once you've overcome the difficulty hurdle**

...AND THE UPPERS

0

SUPREMACY

1

Melbourne House
Simply the best space strategy game on the 64! Gorgeous graphics, stunning sounds and incredible depth. *And* it all loads in one go!

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3

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TURRICAN 2 Rainbow Arts

8

One of the most technically advanced C64 games of all time. Stunning visuals spread over massive game areas, with mammoth guardians and stunning weaponry!

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CHIP'S CHALLENGE

9

US Gold
Nerdy Chip MacCallahan fancies Melinda something rotten, but must complete a challenge first. This amazingly addictive puzzle game is a real Corker!

Description	Price	Order No
Chip's Chall Cass	**£8.99**	**CM149**
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CREATURES Thalamus

10

A stunning scrolling platform game! Guide Clyde Radcliff through Fuzzy-Wuzzy land to try and rescue his chums. make it through to the torture screens for some brilliant black humour!

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MIGHTY BOMBJACK

11

Elite
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SUPERCARS Gremlin

5

Superb racing game with a good dose of strategy thrown in. Direct your car round a eight-way scrolling course, make it to the finish line first and win some dosh. No messin' – It's A Corker!

Description	Price	Order No
Total Recall Cass	£8.99	CM145
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EXTERMINATOR

6

Audiogenic

The most unusual coin-op conversion of all time! Swat the flies, crush the wasp and batter the rats in this peculiar pesticide punch 'em up!

Description	Price	Order No
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RICK DANGEROUS 2

7

Microprose

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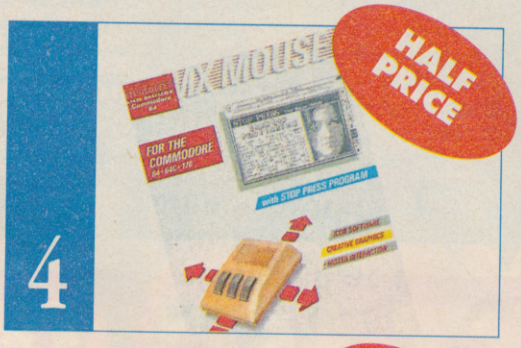

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CF COMPETITION WINNERS

ALL THOSE INTERESTING ITEMS...

OK, we admit it. We forgot to put the winners of this little compo in last month's winners box. Still, there's nothing like keeping you in suspenders (*ah, that's suspense – Ed*).

What we wanted to know was: 1) your name; 2) your favourite colour; and 3) how many gallons of paint does it take to cover an F4 Phantom from undercoat to camouflage and markings. And the answer we wanted was 28 gallons (more or less). No-one got it bang on, but the ten closes entries were: **Chris Pierrepoint, Mount Sorrel; Nicola Schofield, Rochdale; Stephen Edwards, Trowbridge; Dave Hollis, Northampton; Leigh Caple, Spondon; Keith Robert, Guernsey; Jamie Caple, Spondon; Russel Guppy, Bognor Regis; Mark Evans, County Durham; David Russell, County Durham.**

Well done, guys (and gals). Your collection of interesting items are in the post.

NAIL A NINJA TO MY WALL

All we wanted was a funny caption to our poster, that's all. It's not too much to ask is it? A witty line or two to make us chuckle. And what did we get? About seven million entries relating to dogs doing a wee up the Last Ninja's leg, and another three billion entries about doing the Bartman. Oh well, at least all the stamps are going to charity! Still, the best entry we could find belonged to **M J Lancey** of **Worcester**. Congratulations and all that stuff. games and picture are en route as you read this.

We also managed to pick 11 runners up from the huge wad of entries, and they are: **Mark Fletcher, Glasgow; K Large, Burton On Trent; Mark Kaye, High Wycombe; Robert Harvey, Harlow; F Rahman, Wood Green; Matthew Hawkens, Wrexham; Steven Lomas, Cheshire; Paul Niven, Aberdeen; Gary WIlson, Kimberley; N Wilkinson, Haxby; Mark Jones, Wrexham.**

Copies of the splendid *Shadow Dancer* and *Last Ninja 3* should be winging their way to you soon.

NEXT MONTH

Oooh! What a wonderful issue we have lined up for you next month. It's going to be full of wonderful things, with lots of wonderful words and pictures, and all held together with two wonderfully high quality staples. It'll no doubt have lots of wonderful adverts and– (*Er, you don't actually know what's in it, do you? – Ed.*)

Well... not as such. We do know that all our regulars will turn up, like the GameBusters bit (including the conclusion of our amazing *Creatures* guide!). The Mighty Brain has promised to appear again, and (worst luck) so has Roger Frames. Back To Basic, Inside Info, the Classic A-Z and the CF Mean Compendium of Alien Species are all ready for a smart turn-out.

On top of all that – by popular demand – we've got the complete low-down on high-flyers, when Gordo checks out the best 64 flight sims.

As regards reviews, we have a load of stuff that just missed out on this issue. look out for *HeroQuest, Gauntlet 3, Extreme, Escape From Colditz, The Famous Five, Exile, North And South, Toki* and anything else we can get our paws on.

And, of course, we have the best covertape in the known Universe, containing such wonders as a playable demo of *HeroQuest*, two full games and some Inside Info programs (which we couldn't squeeze on this month). Apart from that... er... we really don't have a clue.

FOUR STEPS TO C64 HEAVEN...

We've been getting loads of letters and phone calls from irate readers who just can't track down their monthly supply of *Commodore Format*.

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Step 1: If your local newsagent doesn't have a copy of *Commodore Format* (on sale every third Thursday of the month) ask why not. Even when there are no copies on the shelf they may have more copies in their storeroom and they can order new copies.

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EDITORIAL/ADVERTISING/CIRCULATION 30 Monmouth Street, Bath, Avon BA1 2BW Tel: 0225 442244
If anybody out there has a feature idea for *Commodore Format*, why not drop us a line at the editorial address. We welcome unsolicited material, but can only return articles when supplied with a self-addressed stamped envelope

'Hey Andy, you'll never guess what our special PD software and demo feature is about next month!'
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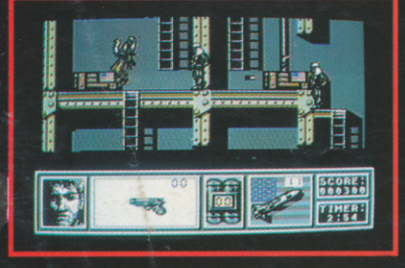

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